HANNAH SPILLERS

3D ANIMATOR

SPILLERS
Animation

CONTACT

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AT A GLANCE

Enthusiastic and detail-oriented 3D Animator with a passion for bringing stories to life through immersive character performances. Proficient in software such as Autodesk Maya, ShotGrid, and Unreal Engine. Known for collaborating effectively with teams throughout the entire pipeline.

EDUCATION

2020-2024
Savannah College of Art and Design
Savannah, GA

- Bachelor of Fine Arts in Animation
- GPA: 3.88 / 4.0

SOFTWARE

- Autodesk Maya
- Adobe Suite
- Unreal Engine
- ShotGrid
- Blender
- Vicon Shogun
- Autodesk MotionBuilder

SKILLS

- 3D Animation
- 3D Layout
- Motion Capture
- Video Editing
- Drawing & Design
- Production
- Generative AI Tool Integration

EXPERIENCE

Creative Technologist   June 2025 - Nov 2025
DreamReal

Created generative advertisements that blend storytelling, technology, and design for major global brands.

- **Creative Direction** - Created visuals and stories that align with the brand and most recent campaigns
- **Growing with New Tools** - Adapted rapidly to evolving tools and workflows
- **Rapid Prototyping & Iteration** - Able to quickly conceptualize ideas

National Institute of Aerospace   June 2023 - Aug 2023
Media & Communications Intern

Created a 3D animated vlog-style video to teach kids about NASA technology during a 10-week long internship

- **Self Motivated** - Created scripts, storyboards, video edits, layout, and animation
- **Receptive to Feedback** - Presented project updates with partners from NASA and Bully! Entertainment and planned next steps
- **Deadline Management** - Effectively scheduled each part of the pipeline to ensure delivery of each task in a timely manner to complete the project on time

SCADPro x NASA Collaboration   Jan 2023 - Mar 2023
Animator

Worked with partners from the NASA ICESat-2 team to create an Instagram Reel to promote the mission

- **Adaptability** - Addressed notes and ideas from partners to assure the animation aligned with the science
- **Pipeline Communication** - Communicated with team members in other parts of the pipeline to ensure animation was completed in time to deliver rendered updates weekly