

PROFILE

I am an experienced digital and practical seamstress, and the knowledge I have acquired from constructing real garments translates directly to my CFX work. My skills are incredibly useful when working in programs like Marvelous Designer that allow the draping of garments comparable to the real world. My work with real cloth and construction also adds to the depth of simulations when working with UV constrained simulation setups.

WORK EXPERIENCE

DreamWorks, CFX/Character Effects

Glendale, CA / Working Remotely | 2023 - 2024

Brought on to do cloth and hair simulation shot work. Using my knowledge and background in fashion to produce lovely final simulations and clean up any loose ends. DreamWorks has been a wonderful studio to be a part of, and I especially enjoyed all the opportunities for learning and collaboration.

Kung Fu Panda 4, 2024

Trolls Band Together, 2023

Syncronos Design, Inc, Digital Draping and Hair Styling/Grooming

Remote Work | 2019-2020

Hired to digitally drape and groom characters for an unannounced project. I was working remotely on several outfits using Marvelous Designer. I had begun working on grooming a character in XGen when the pandemic hit and the company put the project on hold. Prior to that, I was able to keep up with hitting goals and deadlines as well as having very open communications with the team throughout the process.

Marvel, Costumer/Cosplayer

New York, NY | 2018-2019

Hired to recreate Silver Sable's new costume from the Spider-Man PS4 video game. Marvel specifically requested the coat be made of leather. I draped the bodysuit and altered an existing trench coat pattern to more accurately replicate Sable's coat. The costume was filmed for a Marvel Becoming Episode as well as debuted at New York Comic Con.

Crystal Dynamics, Pattern Draping, Drafting & Grading

Redwood City, CA | 2018

Tasked with creating a pattern based off of Lara's tank top in *Shadow of the Tomb Raider*. Draped the top in both a women's and men's fit, then graded it to multiple sizes. I also did step by step sewing instructions to go along with the pattern.

Hot Topic & Her Universe, Designer

City of Industry, CA | 2016 - 2018

Shadow of the Tomb Raider Fashion Line - Designed a complete 7 piece collection inspired by the game. Sold online and in stores nationwide at Hot Topic, Box Lunch and Her Universe.

Wonder Woman Fashion Line - Designed 3 garments in 2016, a dress, sweater and jacket, inspired by the 2017 movie, sold both online and at Hot Topic and Box Lunch stores nationwide.

UD Replicas, Designer

Oak Ridges, ON, Canada | 2016 - 2018

Created designs for various licenses. Currently available designs include a Batgirl inspired motorcycle jacket and Wonder Woman backpack.

DreamWorks PDI/Nova, CFX/Cloth Simulation Lead

Redwood City, CA | 2014 - 2016

Burberry Piccadilly Circus Billboard - Used my practical background in pattern making, draping, and cloth knowledge to bring believable cloth and garment simulations to life. Was responsible for setting up cloth scenes, dialing in cloth properties, simulating and cleaning up or adding additional details. I simulated all the scarves you see being tossed back and forth, as well as the looping scarves that showcase personalized embroidered initials.

Hannah Lees-Kent

CFX / Cloth Simulation Lead, Digital & Practical Seamstress | hklees@gmail.com | hanimationstudios.com

Sony Imageworks, Cloth and Hair Artist

Culver City, CA | 2009 - 2013

Grooming/hair styling for several characters and set dressings in *Arthur Christmas* and *Cloudy With a Chance of Meatballs 2*. Also creating believable cloth, fur and skin through simulations, deformations and animation on a shot by shot basis.

Cloudy With a Chance of Meatballs 2, 2013

Oz the Great and Powerful, 2013

Hotel Transylvania, 2012

The Amazing Spider-Man, 2012

Arthur Christmas, 2011

Alice in Wonderland, 2010

Rhythm and Hues Studios, Technical Animator

Los Angeles, CA | 2007-2009

Working to create believable cloth, fur and skin through simulations, deformations and animation.

Alvin and the Chipmunk: The Squeakquel, 2009

Cirque du Freak: The Vampire's Assistant, 2009

Aliens in the Attic, 2009

Land of the Lost, 2009

Alvin and the Chipmunks, 2007

Rhythm and Hues Studios, Animation Layout/Support

Los Angeles, CA | 2008-2009

Setting up scenes for animators and working closely with other Technical Directors & Animation Supervisors to maintain and improve the animation pipeline.

Aliens in the Attic, 2009

Land of the Lost, 2009

The Fast and The Furious, 2009

The Mummy: Tomb of the Dragon Emperor, 2008

The Incredible Hulk, 2008

AWARDS

Her Universe Fashion Show Winner 2016

After competing for 3 years in the Her Universe Fashion Show at San Diego Comic Con, I was awarded the *Judges Choice Award* for my gown inspired by Furiosa from the 2015 film *Mad Max: Fury Road*. This competition is the perfect blend of fandom meeting fashion, allowing designers to showcase their creative eye for design as well as their understanding of garment construction.

SPECIALIZED SKILLS

CFX/Computer Animation Programs

Maya, nCloth, Marvelous Designer, Qualoth, Carbon, Syflex, Adobe Photoshop, Houdini, Linux/Unix, Katana (Sony Imageworks Proprietary Software), Voodoo (Rhythm and Hues Proprietary Software), XGen.

Costume Design and Construction

Conceptual design, pattern making as well as draping, garment construction, and wig styling.

EDUCATION

Ringling School of Art and Design, Bachelor's of Fine Art: Computer Animation

Sarasota, FL | August 2002 - May 2006