

ROLAND-AUSTIN TAN

CONTACT INFO

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SKILLS & SOFTWARE

Animation (Mocap & Hand Keyed)
Maya
Unreal Engine 5
Previs
Postvis
Compositing
After Effects
Mocha
PFTrack
Premiere Pro
Shotgun Pipeline Software

FILMOGRAPHY

HocusPocus 2
Spirited
Haunted Mansion (2023)
Guardians of the Galaxy Vol. 3 Blue
Beetle
Carry On
Captain America: Brave New World
Lilo & Stitch (2025)
Superman (2025)
Sender

STUDIOS

Halon Entertainment
Day For Nite
The Third Floor Inc

EDUCATION

DeVry University

*Bachelor of Science in
Multimedia Design &
Development*

AnimationMentor.com

*Diploma in Advanced Character
Animation Studies*

WORK EXPERIENCE

Defect Studios

Cinematic Animator

Jun 2026 – Present

- Animated a trailer cinematics for an upcoming AAA game entirely in Unreal Engine 5.
- Collaborated with the director and production team to animate and design unique sequences that reflect the game's vision and style.

Halon Entertainment

Senior Previs Animator

Mar 2025 – Jun 2026

- Worked on multiple undisclosed projects on-site with directors and core production teams, including a vertical slice (transitioning to full production) for an upcoming AAA game.
- Animated previs master scenes according to storyboards and providing essential input regarding set layout animating in both Unreal Engine 5 and Maya.
- Processed mocap performances onto production assets, blending and polishing animation, as well as managed integration for cycles and shot production.
- Identified issues and recommended improvements to narrative, creative, and pipeline obstacles to both the visualization team and production.

Day For Nite

Visualization Artist

Sept 2021 – Jun 2023

Jun 2024 – Sept 2024

- Animated a variety of cameras, characters, creatures, props, and vehicles; created layouts for shots; additionally cleaned, applied, and stitched mocap animation to shots and sequences.
- Emphasized on animating detailed acting beats to enhance visual performance and staging.
- Worked on Postvis shows consisting of compositing, color correction, rotoscoping, tracking, and match-moving CG elements onto shot plates.

The Third Floor

Previs Animator/Shot Creator

Jun 2021 – Aug 2021

- Animated cameras, props, vehicles, and characters as well as creating layouts for shots and sequences.
- Cleaned, applied, and stitched mocap for animation use.
- Communicated readily with supervisors and clients for any feedback, changes, or modifications as needed.

REFERENCES AVAILABLE UPON REQUEST