

HANS GABRIELLE REPOTENTE

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POST-PRODUCTION & EDITORIAL EXPERIENCE

Compositor & Editor

Double Date — Pending Animation Studios | Aug 2025 – Present

- Managed full editorial workflow from animatic to picture lock on an independent animated short, maintaining pacing, timing, and storytelling continuity across pre- and post-production.
- Executed final shot compositing in After Effects using multi-layer integration, 2.5D animation, and lighting/color pass techniques.
- Coordinated post-production deliverables across animation, audio, and visual teams; maintained visual polish through final finishing.

Compositor

The Flauna Friseurin — Eni Xu | Mar 2026 – Jul 2026

- Produced 2.5D animated composites in Adobe After Effects using Puppet Tool deformation, mesh-based animation, and camera-driven parallax techniques.
- Integrated secondary motion, atmospheric effects, lighting passes, and color grading to enhance depth and visual continuity in stylized environments.

Editor & Lead Compositor

Space Break Rodeo — Studio 105 | Mar 2025 – Oct 2025

- Owned weekly editorial deliverables from animatic through final render, coordinating directly with animation and sound departments throughout production.
- Performed multi-layer compositing in After Effects, integrating character, effects, and background elements for cohesive visual continuity.
- Shaped pacing, transitions, and timing to reinforce character motion, humor, and emotional storytelling beats.

Lead Compositor & Film Editor

Love Bats — Pending Animation Studios | Nov 2023 – Dec 2025

- Assembled and edited full animated short in Premiere Pro, managing shot order, pacing, and multi-format screening delivery.
- Built shot composites from Toon Boom Harmony multi-layer exports; applied lighting, atmospheric effects, and color grading for cinematic finish.
- Established post-production file naming conventions and project folder structure to support cross-departmental pipeline efficiency.
- Collaborated cross-departmentally to troubleshoot pipeline issues and uphold production schedules.

EDUCATION

California State University, Fullerton | Graduated May 2026

B.F.A., Entertainment Art / Animation · Minor: Cinema & Television Arts

TECHNICAL SKILLS

Editing: Adobe Premiere Pro, Avid Media Composer, DaVinci Resolve

Compositing: Adobe After Effects, Mocha Pro, Toon Boom Harmony

Design / FX: Adobe Photoshop, Illustrator, Clip Studio Paint

Production Tools: Storyboard Pro, Google Suite, Discord

CORE SKILLS

Editorial Assembly & Picture Lock · Multi-Pass Compositing · Color Grading & Integration · Shot Continuity · Animatic Editing · Cross-Departmental Coordination · Post-Production Pipeline Management · Screening Format Delivery · File Naming & Project Organization