

VAN NGUYEN

3D ARTIST | TECHNICAL ARTIST

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Demo Reel Website:

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EDUCATION

Sep. 2019 - Sep. 2022

Savannah College of Art and Design, Savannah, GA

Bachelor in Technical Animation.

GPA: 4.0

Sep. 2017 - May. 2019

Borough of Manhattan Community College, New York City, NY

Associate in Animation and

Motion Graphics. GPA: 3.8

SKILLS

Technical Skills:

Modeling (including Low-Poly Modeling for game), Texturing (PBR), Rigging, Lighting, Compositing, Hair Grooming, Cloth simulation, Motion Capture, Python & Mel Coding

Software Proficiencies:

Autodesk Maya, Arnold, Redshift, Marmoset, Pixologic ZBrush, Blender, Substance Painter, Marvelous Designer, XGen, FiberShop, SpeedTree, Houdini, Nuke, Unreal Engine, Cinema 4D, Shogun Live, Adobe Creative Suite, Visual Studio Code, Git/GitHub, Babylon.js

Project Management Software:

Shotgun/Shotgrid, Asana

RECOGNITION

3D Models in **"Field of Histories"**

a permanent public art installation in Glass City Metropark. Toledo, Ohio.

"Chua Mot Cot" an artwork featured in a book named *"Nguyen ly thi giac va bo cuc mau sac"* by Nguyen Thanh Nam in Vietnam.

PROFESSIONAL EXPERIENCE

Apr. 2023 - Jun. 2024

Spectrum - 3D Product Customization Platform, 3D Artist, Portland, OR

- Delivered 800+ photorealistic, customizable 3D products for clients.
- Modeled products based on photographic references or refined and retopology 3D scans, as well as created seamless, realistic PBR textures.
- Set up decoration, color integration, and real-time rendering of optimized products on websites using JavaScript and Babylon.js.
- Assisted in coding automation tools (Mel/Python) to streamline workflows and improve efficiency.

Oct. 2022 - Mar. 2023

MarketScale, 3D Artist, Dallas, TX

- Modeled, textured, and lit 3D products and environments for TVC, online ads, and explainer videos for clients across diverse industries, including electronics, beverages, gym equipment, and space technology.

Jun. 2017 - May 2019

Vietnam Heritage Center, Graphic Designer, New York City, NY

- Designed graphics for digital marketing and posters, brochures, floor plans, and booth designs for 6 events, including 2 Mid-Autumn Festival events, 2 Lunar New Year events, and 2 Carnegie Hall music events.
- Collaborated with team members and hosted booths at each event.

COLLABORATIVE PROJECTS

Sep. 2021 - May 2022

"The Boy" Short Film, Lead Technical Animator, Savannah, GA

- Led the technical team through the production pipeline, including modeling, texturing (PBR), rigging, cloth simulation, lighting, and compositing.
- Modeled 2 lead characters and 4 environments. Rigged 4 characters and simulated cloth for 15+ shots. Lit and composited 25+ shots for final production.
- Troubleshoot and guided the team through technical challenges.
- Established direction and style for texture, color scripts, and lighting rigs.
- Provided training to team members on rigging, texturing, model & project optimization, and color space conversion techniques.

Sep. 2020 - Oct. 2021

SCAD Animation Studio, 3D Modeler, Savannah, GA

"Hex Limit" Short Film | "The How Book" Short Animated Series

- Delivered 4 production-quality lead characters and environment props.
- Ensured retopology of the other characters meets rigging team requirements.

Mar. 2021 - Jun. 2021

"Compassion Fruit" Short Film, Lead Technical Animator, Savannah, GA

- Led the technical team and established a unique and stylized approach to modeling and texturing.
- Mentored team members on essential techniques for their specific tasks.

Jan. 2021 - Mar. 2021

"Alone In The Night" Short Film, Look Dev & Lighting Artist, Savannah, GA

- Textured props and handled 3D lighting for film shots, ensuring consistency with the film's style and color script.

Jun. 2020 - Dec. 2020

"Out O' The Inkwell" Short Film, 3D Modeler, Savannah, GA

- Modeled a lead character and environment based on 2D concept art.