

Nhathy Ngo

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OBJECTIVE To obtain a position as a 3D Artist

SKILLS

- Maya
- Photoshop
- Unreal Tournament 3 Editor
- Unity3D
- Headus UV Layout
- After Effects
- Microsoft Office
- Dreamweaver

WORK EXPERIENCE

WishB, LLC, San Francisco, CA 11/09 - Present
Associate Technical Artist

- Review and import objects into Unity3D
- Create and design 3D environments in Maya and Unity
- Contribute and maintain Game Design Document and Technical Documentation
- Minor C#, Mel Script, and Actionscript 3.0 Programming

AbsolutelyNEW, San Francisco, CA 10/08 – 04/09
3D Artist / Animator

- Create accurate 3D models in Maya of invention concepts utilizing initial content
- Create 1-3 minute animations depicting product concepts
- Edit and add text or motion graphics to completed animations in After Effects

Lamplighter Studios, San Francisco, CA 02/09 – 03/09
Technical Artist

- Prepare models for export from Maya (Rigging, Painting weights)
- Import objects into Sony Home Game Engine
- Troubleshoot asset integration and maintain Quality Control

RELATED EXPERIENCE

Mini Golf: Tournament (Student Project), San Francisco, CA 10/07 – 07/08
Senior Editor, 3D Environment Modeler, Texture Artist, Particles

- Edit and create written content for Design Document
- Design and create concept Game User Interface in Photoshop and Flash
- Design, create, and import custom meshes into Unreal Tournament 3 Editor
- Create environment particles using the Unreal Tournament 3 Editor

Ulama Bloodsport (Student Project), San Francisco, CA 07/07 – 12/07
Design, 3D Environment Modeler, Texture Artist

- Create and design concept art, Game User Interface, and Design Document
- Create and import custom meshes and animations into Unreal Tournament 2004

EDUCATION

City College of San Francisco – San Francisco, California 08/09 – Present
Pursuing a Computer Science Degree

Art Institute of California – San Francisco, California 10/05 – 10/08
Bachelor of Science in Game Art and Design

- Honor's List (2008)
- Dean's List, 2005 – 2007