

Nhathy Ngo

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OBJECTIVE

To obtain a position as a 3D Artist in the Game Industry

SKILLS

- Maya
- Zbrush
- Photoshop
- Unreal Tournament 3 Editor
- Headus UV Layout
- After Effects
- Word
- Excel
- Powerpoint
- Dreamweaver

WORK EXPERIENCE

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

- Shipped AAA Title
- 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 and create 3D models using Maya, Headus UV Layout, and Photoshop
- Import custom meshes and create materials using 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

- Design concept art and Game User Interface in Photoshop
- Create written content for Design Document
- Create 3D models using Maya and import into Unreal Tournament 2004
- Create character textures using Photoshop
- Create and import custom animations into Unreal Tournament 2004 Editor

EDUCATION

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