

# Nhathy Ngo

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**OBJECTIVE** To obtain an entry level job as a 3D Artist in the Game Industry

## SKILLS

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

## EDUCATION

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Art Institute of California – San Francisco, California 10/05 – 09/08  
*Bachelor of Science in Game Art and Design*

- Honor's List, 2008
- Dean's List, 2005 – 2007
- Cumulative GPA 3.7

## RELATED EXPERIENCE

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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 Modeler, Texture Artist*

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

## WORK EXPERIENCE

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Hennes & Mauritz (H&M), San Francisco, CA 04/06 – Present  
*Responsible, Sales Associate*

- Manage employees and the sales floor when Managers are unavailable
- Provide executive decisions on customer returns at the cash registers
- Supply customer service through managing fitting rooms and the sales floor
- Maintain the appearance of the store to reflect company's vision

Tower Records, Sacramento, CA 08/05 – 10/05  
*Sales Associate*

- Maintain the appearance of the store
- Provide customer service through managing registers and inventory

**References available upon request.**