

Nhathy Ngo

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SKILLS

- Autodesk Maya, 3DSMax, MEL Script, Python
- Adobe Photoshop
- Unreal Tournament 3 Editor
- Unity3D
- Playstation Home
- C++/C#, Java
- Game Design Document
- Adobe Flash, Actionscript 3.0
- Adobe AfterEffects
- Adobe Dreamweaver, HTML, CSS, Javascript
- Tortoise SVN
- Microsoft Office

WORK EXPERIENCE

WishB, LLC, San Francisco, CA

11/09 - Present

Start-up developing a secure parentally controlled, social 3D-virtual world for young children

Associate Technical Artist

- Optimize Maya-to-Unity asset integration to reduce import time by 75% per asset
- Automate rig-conversion process of 1,000 assets and 150 animations using MEL Script and C#
- Suggest, create, and maintain living Game Design Document and Technical Documentation
- Design and create interactive tutorials directed towards children in Adobe Flash and Actionscript 3.0
- Review, optimize, and import assets and sound into Unity3D
- Design and create 3D environments in Autodesk Maya and Unity3D
- Design and create numerous real-time particle effects to enhance 3D environments

AbsolutelyNEW, San Francisco, CA

10/08 – 04/09

Start-up marketing invention concepts and products to manufacturers

3D Artist / Animator

- Complete projects from start to finish in a turn-around time of 1-2 weeks
- Create accurate 3D models in Maya of invention concepts utilizing initial content
- Create 1-3 minute animations depicting product concepts following storyboard guidelines
- Edit and add text, motion graphics, and sounds to complete animations in Adobe AfterEffects

Lamplighter Studios, San Francisco, CA

02/09 – 03/09

Start-up developing assets for Playstation Home

Technical Artist

- Contribute to delivering 1,000 in-game assets for Playstation Home in 2-3 months
- Review and prepare models for export from Autodesk Maya (Optimizing, Rigging, Painting weights)
- Import objects into Sony Home Game Engine
- Troubleshoot asset integration and maintain Quality Control

EDUCATION

City College of San Francisco – San Francisco, CA

08/09 – 05/11

Certificate of Achievement in Computer Programming: C++

Certificate of Achievement in Computer Programming: Java

- Other Courses: Actionscript 3.0, Javascript, PHP, MySQL, iPhone Programming, Python

Art Institute of California – San Francisco, CA

10/05 – 10/08

Bachelor of Science in Game Art and Design

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