

MICHELE VUONG

3D MODELER

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SKILLS

3D Modeling
3D Surfacing
Fur and Hair Grooming
3D Particle and Pyro FX
2D Animation
Character Design
Concept Art

SOFTWARE

3D

Autodesk Maya, Zbrush,
Substance Painter, Substance
Designer, Houdini, Arnold,
RenderMan, Marmoset
Toolbag, Mantra, Unreal
Engine, UVLayout

2D

Adobe Photoshop
Adobe After Effects
Toon Boom Harmony
Toon Boom Storyboard Pro

Operating Systems

Linux
Windows
iOS

LANGUAGES

English
Vietnamese

EDUCATION

Savannah College of Art and Design

B.F.A. in Animation (2017-2020)

COLLABORATIONS

Juanion (2020 Student Film)

- Worked closely with character designers to translate 2D concepts to 3D models. Modeled “Citizen” character and their costumes, along with “Juan” costumes
- 2D Animated smoke and crying effects

Under Your Skin (2019 Student film)

- 3D modeled props based off of 2D concepts for SCAD’s School of Digital Media Unreal Engine based project

RELEVANT COURSES

Technical Animation

Used Houdini to create a natural movement of soft bodies, hair, and cloth

Digital Sculpting: Creatures and Characters

Created character sculpts and textures for concept and production

ACHIEVEMENTS

SCAD 2020 Spring Animation Showcase

Silver Award for short film *Juanion*

SCAD Academic Honors Scholarship

(Sept. 2017-2020)

SCAD Achievement Honors Scholarship

(Sept. 2017-2020)

