

## SKILLS

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

## SOFTWARE

### 3D

Maya, Zbrush, Substance  
Painter, Substance Designer,  
Houdini, Arnold, RenderMan,  
Redshift, 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)