

KHANG NGUYEN

SKILLS & ABILITIES

- Organic, Hard Surface, High-Poly and Low-Poly Modeling
- UV Mapping, Texturing, and Texture Maps creation
- Character Concept Art and Rendering
- Understanding of Anatomy, Color Theory, Composition and Design Fundamentals
- 3D scanning and cleaning geometry
- Creating realistic material using blueprint in Unreal Engine 4

EXPERIENCE

3D MODELER AND TECHNICAL ARTIST, YOUSPACE INC.

August 2017 – March 2019

Responsible for developing a pipeline for 3D scanning and converting into animate-ready asset.

Responsible for creating 2D and 3D renders for marketing material.

Prototyping design ideas in 3D application.

3D MODELER, AVATARAH - COGSWELL

September 2016 – December 2016

Responsible for creating high-poly and low-poly 3D characters for game engines, as well as texture maps.

3D MODELER, PROJECT X - COGSWELL

January 2016 – August 2016

Responsible for creating high-poly 3D sculpture of all characters, vehicles, and re-topologized models for animation.

Managed a small team of modelers with tasks and deadlines, and in direct communication with the directors and other department's team members.

3D MODELER & STORYBOARD ARTIST, MEDIAWORKS - COGSWELL

May 2016 – August 2016

Responsible for creating the storyboard for a short commercial, and model vehicles, assets, props.

EDUCATION

COGSWELL COLLEGE, DIGITAL ART & ANIMATION

Concentrated in 3D Modeling and Technical Art.

Awarded First Place for High-Poly modeling in Student Art Show.

TOOLS

Blender, Zbrush, Maya, Photoshop, Substance Painter, Unreal Engine 4