

# Khang Nguyen

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## SKILLS

**Hard surface modeling, texturing, rigging, and animating for visualization, games and animation.**

**Lighting, rendering, and compositing in Vray, Cycles, Nuke, and real-time renderers.**

**3D scanning and cleaning geometry.**

**Understanding of anatomy, color theory, composition and design fundamentals.**

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## EXPERIENCES

### **3D SOFTWARE TECHNICIAN – ANATOMAGE, INC**

June 2019 – Ongoing

Segmenting 3D images from CT and MRI scan data.

Responsible for creating detailed 3D anatomical models using proprietary software.

Responsible for making data-accurate MOA of organs - process includes modeling, texturing, rigging, and animating.

### **3D ARTIST (FREELANCE) – CISCO SYSTEMS**

Dec 2021 – Jan 2022

Working closely with CAD designs of routers and server racks provided by Cisco. Making sure that the on-screen representation of the models is accurate to the originals.

Responsible for hard surface modeling with small details, UV unwrapping and texturing with reference photos, to create real-time rendering for online viewing.

### **3D ARTIST (FREELANCE) – LUMINAR TECHNOLOGIES**

Jun 2021

Working closely with creative director to make short animations, showing their sensor technologies.

Responsible for rigging and animating a car, scene dressing with buildings and roads, creating shaders for the subjects in scene, lighting and lastly rendering for the marketing team.

### **3D MODELLER AND TECHNICAL ARTIST - YOUSPACE, INC**

August 2017 – March 2019

Responsible for developing a pipeline for 3D scanning and creating animate-ready assets.

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

Prototyping design ideas in 3D application.

#### **TOOLS**

**Blender**  
**Maya**

**Zbrush**  
**Substance Painter**

**Photoshop**  
**Nuke**

**3DS Max**  
**Unreal Engine**

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#### **EDUCATION**

##### **Cogswell College, Digital Art & Animation**

Concentrated in 3D modeling and technical art.

Graduated 2017

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