

DAT NGUYEN

3D ARTIST | 3D RIGGER | 3D GENERALIST

Linkedin:

linkedin.com/in/vanvudatnguyen

Email: vudatnguyen@gmail.com

Demo Reel Website:

www.vandatnguyen.com

Password: Dat2026

IMBD:

imdb.com/name/nm12546360

EDUCATION

Sep. 2018 - Sep. 2022

Savannah College of Art and Design, Savannah, GA

B.F.A. in Technical Animation.

GPA: 4.0

SKILLS

Technical Skills:

Hard Surface & Organic Modeling, Low-Poly Game Assets, Retopology, UV Mapping, Texturing (PBR), Look Development, Lighting, Rendering, Rigging, Hair Grooming, Cloth Simulation, Motion Capture, Compositing, Python & MEL Scripting

Software & AI Proficiencies:

Autodesk Maya, Arnold, Redshift, Marmoset, Maxon ZBrush, Blender, Substance Painter, Unreal Engine 5, Marvelous Designer, XGen, FiberShop, SpeedTree, Houdini, Nuke, Unreal Engine, Cinema 4D, Shogun Live, Visual Studio Code, Git, GitHub, Babylon.js, MetaHuman Creator, Adobe Photoshop, After Effects, Adobe Illustrator, Adobe Premiere, Meshy AI, Flow, ComfyUI, Nano Banana

Project Management:

ShotGrid, Jira, Asana, Trello, Microsoft Excel

RECOGNITION

3D Models in **"Field of Histories"** a permanent public art installation at Glass City Metropark, Toledo, Ohio.

"Chua Mot Cot" featured in the book *Nguyen Ly Thi Giac Va Bo Cuc Mau Sac* by Nguyen Thanh Nam.

PROFESSIONAL EXPERIENCE

Jul. 2025 - Jul. 2026

Jun Studio | Various Roles | Ho Chi Minh City, Vietnam

Turbo One | Lead 3D Artist & Rigger

- Led a team of 10 artists by planning tasks, reviewing assets, and improving production workflows through AI integration.
- Worked closely with clients and cross-functional teams to solve production challenges and ensure artistic and technical quality.
- Created character models, textures, and hair grooms; rigged robots, characters, and props; and mentored new riggers and modelers.

Metal Cardbot season 2 | Teenieping | Baby Teenieping | 3D Artist & Rigger

- Modeled and textured characters and props, and rigged robots and props for production.

Sep. 2024 - Jun. 2025

Morumbi Studio | Character & Technical Artist | Miami, FL

- Modeled, textured, and optimized the game's two main characters, including hair cards, rigging, and Chaos Cloth setup in Unreal Engine 5.
- Built and lit arena and prison environments, including shaders, LODs, collisions, and post-processing for optimized real-time performance.

Apr. 2023 - Jun. 2024

Spectrum - 3D Product Customization Platform | 3D Artist | Portland, OR

- Delivered 600+ photorealistic, customizable 3D products for web-based product configurators.
- Created optimized models, retopologized 3D scans, authored realistic PBR materials, and integrated products using JavaScript and Babylon.js.
- Developed MEL/Python automation tools that streamlined production workflows.

Oct. 2022 - Mar. 2023

MarketScale | 3D Artist | Dallas, TX

- Modeled, textured, and lit products and environments for commercials, digital advertisements, and explainer videos across electronics, consumer products, fitness equipment, and aerospace industries.

COLLABORATIVE PROJECTS

Sep. 2021 - May 2022

The Boy Short Animation | Lead 3D Artist | Savannah, GA

- Led the technical art pipeline across modeling, rigging, cloth simulation, lighting, compositing, and look development.
- Produced two lead characters and four environments, rigged four characters, simulated cloth for 15+ shots, and lit and composited 25+ final shots.
- Mentored teammates, established technical standards, and solved production pipeline challenges.

Sep. 2020 - Oct. 2021

SCAD Animation Studio | 3D Modeler | Savannah, GA

Hex Limit Short Animation | The How Book Short Animated Series

- Delivered production-quality lead characters and environment props.
- Refined the retopology of supporting characters to meet rigging requirements.

Jun. 2020 - Jun. 2021

SCAD Student Short Films | Various Roles | Savannah, GA

Alone In The Night | Out O' The Inkwell | Stretch | Compassion Fruit

- Contributed to four animated short films as a Lead 3D Artist, Look Development & Lighting Artist, and 3D Modeler.
- Created production-ready characters, environments, and lighting for a stylized animation pipeline.