

VAN NGUYEN

3D ARTIST | TECHNICAL ARTIST

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Demo Reel Website:

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IMBD:

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EDUCATION

Sep. 2018 - Sep. 2022

Savannah College of Art and Design, Savannah, GA

Bachelor in Technical Animation.
GPA: 4.0

Sep. 2016 - May. 2018

University of Architecture Ho Chi Minh City, Vietnam

Bachelor in Industrial Design

SKILLS

Technical Skills:

Modeling (including Low-Poly Modeling for game), Texturing (PBR), Rigging, Lighting, Compositing, Hair Grooming, Cloth simulation, Motion Capture, Python & Mel Coding

Software Proficiencies:

Autodesk Maya, Arnold, Redshift, Marmoset, Pixologic ZBrush, Blender, Substance Painter, Marvelous Designer, XGen, FiberShop, SpeedTree, Houdini, Nuke, Unreal Engine, Cinema 4D, Shogun Live, Adobe Creative Suite, Visual Studio Code, Git/GitHub, Babylon.js

Project Management:

Shotgun/Shotgrid, Asana

RECOGNITION

ShoutOutLA - Local Stories

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

"Chua Mot Cot" an artwork featured in a book named *"Nguyen ly thi giac va bo cuc mau sac"* by Nguyen Thanh Nam in Vietnam.

PROFESSIONAL EXPERIENCE

Sep. 2024 - Present

Morumbi Studio | Character & Technical Artist | Miami, FL

- Modeled and textured Mithro and his mother, the main characters of the game, ensuring high-quality details and optimized topology.
- Created hair using hair cards, developing a low-poly version for in-game use and a high-poly version for close-ups and cinematic shots.
- Rigged characters and set up Chaos Cloth simulation in Unreal Engine 5.

Apr. 2023 - Jun. 2024

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

- Delivered 800+ photorealistic, customizable 3D products for clients.
- Modeled products based on photographic references or refined and retopology 3D scans, as well as created seamless, realistic PBR textures.
- Set up decoration, color integration, and real-time rendering of optimized products on websites using JavaScript and Babylon.js.
- Assisted in coding automation tools (Mel/Python) to streamline workflows and improve efficiency.

Oct. 2022 - Mar. 2023

MarketScale | 3D Artist | Dallas, TX

- Modeled, textured, and lit 3D products and environments for TVC, online ads, and explainer videos for clients across diverse industries, including electronics, beverages, gym equipment, and space technology.

COLLABORATIVE PROJECTS

Sep. 2021 - May 2022

"The Boy" Short Film | Lead Technical Animator | Savannah, GA

- Led the technical team through the production pipeline, including modeling, texturing (PBR), rigging, cloth simulation, lighting, and compositing.
- Modeled 2 lead characters and 4 environments. Rigged 4 characters and simulated cloth for 15+ shots. Lit and composited 25+ shots for final production.
- Troubleshoot and guided the team through technical challenges.
- Established direction and style for texture, color scripts, and lighting rigs.
- Provided training to team members on rigging, texturing, model & project optimization, and color space conversion techniques.

Sep. 2020 - Oct. 2021

SCAD Animation Studio | 3D Modeler | Savannah, GA

"Hex Limit" Short Film | "The How Book" Short Animated Series

- Delivered 4 production-quality lead characters and environment props.
- Ensured the retopology of the other characters met rigging team requirements.

Jun. 2020 - Jun. 2021

"Compassion Fruit" Short Film | Lead Technical Artist | Savannah, GA

- Led the technical team and established a unique and stylized approach to modeling and texturing.
- Mentored team members on essential techniques for their specific tasks.

Jan. 2021 - Mar. 2021

"Alone In The Night" Short Film | Look Dev & Lighting Artist | Sav. GA

- Textured props and handled 3D lighting for film shots, ensuring consistency with the film's style and color script.

Jun. 2020 - Dec. 2020

"Out O' The Inkwell" Short Film | 3D Modeler | Savannah, GA

- Modeled a lead character and environment based on 2D concept art.