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LINH NGUYEN

Address: Hackney– London
E-mail: linh@linhgraphics.com
Online portfolio: http://linhgraphics.com/

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PERSONAL STATEMENT

A highly dedicated Technical Artist/Graphic Programmer with remarkable ability to concentrate and work under pressure. Solid Mathematics skill. Highly creative and good computer graphic skills proven through previous work quality. Reliable and responsible, able to work under pressure and to strict deadlines. Has generic knowledge of CGI production pipeline, able to work as an efficient individual and a valued team member. Inquiring and diligent, always willing to adapt to new technology and working methods.

KEY SKILLS

Programming/ scripting language:
- C++
- C#
- HTML5
- CSS
- Javascript

Software skill:
- 2D Graphic: Illustrator, Photoshop, InDesign, Flash.
- 3D Graphic: Unity3D, 3Ds Max, Maya, Zbrush
- Compositing: After Effect, Nuke

Fine Art:
- Painting with materials: charcoal, oils painting, pastel, crayon
- Anatomy drawing, life-drawing
- Landscape, portrait sketching

Computer graphic:
- Mathematics for Graphics
- AI for Games
- Commercial graphic design (logo, poster, brand identity, e.g.)
- 3D visualization
- Video editing and visual effects

PROFESSIONAL EXPERIENCE

SoftV Gamification   06/2015-11/2015 (5 months)
Technical Artist
Work on a casual game titled SWAN owned by UCL, as part of my final project at Goldsmiths University. I was in charge of the game art design and visualization, in a team of 4. My responsibilities include:
- Brainstorming with the team for art style and technical implementation
- Drawing concept and creating mock-up animations
- Liaising with client on the art direction and development process of the game

- Creating, refining logo and game assets, mainly in 2D and hand-drawing with Wacom tablet
- Creating sprite animations and visual coding for game elements in Unity, C#

London Geometry Ltd   06/2015-11/2015 (5 months)
Game Artist
Work on a training game titled Age Of Algorithms owned by Creative Skillset. I was in charge of the game art design and visualization, in a team of 3. My responsibilities include:
- Brainstorming with the team for art style and technical implementation
- Drawing concept and creating mock-up animations
- Liaising with client on the art direction and development process of the game
- Creating, refining logo and 2D/3D game assets using Wacom tablet, Photoshop, 3Ds Maxs and Unity
- Creating sprite animations for game elements
- Take part in promotion campaign for the game in Brighton Development Expo 2015

Jonatronix Ltd, Brighton   05/2012-04/2014 (1.11 year)
http://jonatronix.co.uk/
3D illustrator
Worked for 1.11 year on book illustration at Jonatronix, I enjoyed a wide range of technical-creative tasks as a 2D/3D generalist, became an experienced CGI artist, and also gained insight into project management and publishing business. My key responsibilities there included:
- Concept drawing, modelling, texturing objects and environment
- Character modelling texturing, rigging and animation
- Setting up 3D scenes and composition, manipulating virtual camera (adjusting exposure, FOV, focal length, e.g.), lighting, rendering and compositing images for book illustration
- Our book series Project X-Alien adventure won the Educational book award at the Education Resource Award of 2014
  http://www.educationresourcesawards.co.uk/era_winners.htm

3D Brigade Hanoi Ltd (Vietnam-Hungary joint stock company)   2007-2010 (3 years)
Environment, Character Artist
Back in 2007 I had my first training in 3D CGI for games while in the 3rd year of my college. After 1 year of training, I gained valuable knowledge as a junior 3D artist and continued to stay at the company for the next 2 years until Undergrad graduation
- Modelling, texturing characters and objects for games
- Modelling and texturing buildings for Google GPS project
- Taking part in making a Vietnamese history 3D animated movie, modelling, texturing Vietnamese traditional characters and historic objects
- Creating 2D animated avatar images for VDC-Net2E online game (http://ongame.vn/).

EDUCATION
Goldsmith University, London, UK, *Msc in Computer Games and Entertainment*, 2014 - present
Key study:
- Game programming with C++, C# and OpenGL
- Maths for Graphics
- AI for game

- Business practice in game and digital entertainment production with real-life case study

Kingston University, London, UK, *MA in 3D Imaging*; 2011
Key study:
- 3D visualization with industry-standard applications and techniques
- Introduction to 3D animation with Motion Capture
- User Experience design
- Digital contents production pipeline

Hanoi University of Industrial Fine Art, Vietnam, *BA in Graphic Design*; 2004 - 2009
Key study:
- Traditional fine arts: life/ landscape/ drawing, painting, hand-crafting and human anatomy for life drawing
- Commercial Graphic Design: Insights in digital graphic and application of Graphic Design in brand identity and advertisement
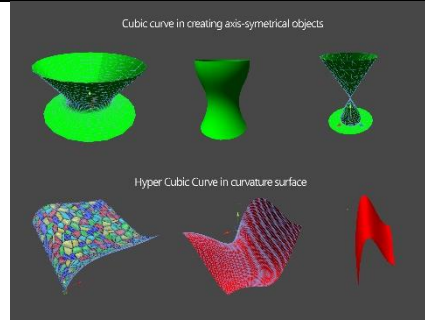
VOLUNTEER ACTIVITIES
- LLVM conference 2015
- Women in Game European conference 2015

Sample images of my previous projects
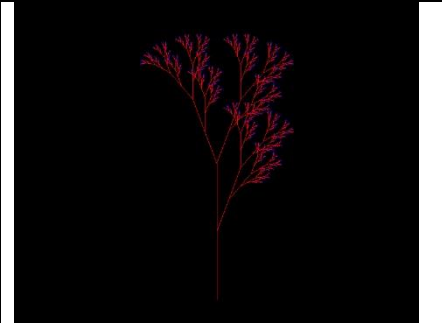
Sample book illustration at Jonatronix Ltd. In this artwork, the creature was modeled by my teammate, I built the underwater scene (modeling & texturing environment, lighting) in 3Ds Max, used voronoise plug-in for shattering effect, retouched in Photoshop	Sample of book illustration at Jonatronix Ltd. The environment objects were created in 3Ds Max, textured with Vray material, retouched in Photoshop. The character taken from company's assets	Modeling work at 3D Brigade Hanoi Ltd. Low-poly object (1.500) created in 3Ds Max (reference from my own motorbike), with normal map rendered from high-poly version, occlusion, reflection, specular, light maps created with crazy bum to enhance realistic looking
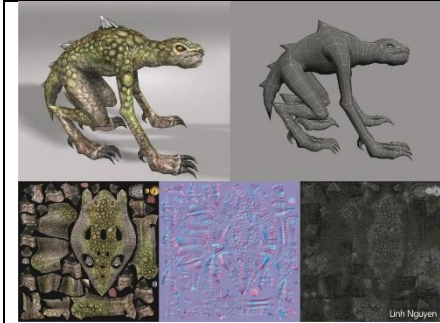
Modeling work at 3D Brigade Hanoi Ltd. Low-poly object (1.500) created in 3Ds Max, from an assigned concept, with normal map rendered from high-poly version, occlusion, reflection, specular, light maps created with crazy bum to enhance realistic looking	Maths project at Goldsmith University: application of Bezier curve algorithm in modeling curvature surface, programming in C# , Unity	Maths project at Goldsmith University: application of L-system algorithm in rendering 2D plants, programming in C++, Open GL, Octet framework