

SUMMARY

I'm studying and training to become a 3D artist. I'm proficient in hard-surface modeling, material authoring, texture painting, lighting, and rendering. I also push myself to learn and experiment with new tools and workflows to expand my skill set and range of work, while mastering my current ones. I like to keep up with new trends, technologies, software and workflows in the game and film industry in my free time.

SKILLS

- **3D MODELING**
 - | 2.5 years
 - Control edge flow and topology in subD modeling
 - Model in quads with evenly distributed topology
 - Analyze objects and create mental wireframe
 - Terminate edge loops using quads
 - Make low poly models by retopologizing or optimizing the high poly models
 - Model using 'medium-poly + face-weighted normals & decals' workflow
 - Create modular environment models
- **TEXTURING**
 - | 2.5 years
 - Create complex and layered material networks using bitmaps and procedural maps
 - Make materials in both metal-rough and spec-gloss workflows
 - Shoot and tile my own textures
- **OTHER**
 - Create basic design documents and project plans
 - Make vector art

EDUCATION

- **B.A.S IN DIGITAL ANIMATION & GAME DESIGN (IN PROGRESS)**
Ferris State University | Aug 2015 - May 2019
 - Bachelor of Applied Science in Digital Animation & Game Design, or DAGD, at Ferris State University in Big Rapids, MI
- **GENERAL EDUCATION DUAL ENROLLMENT (IN PROGRESS)**
Grand Rapids Community College | Aug 2015 - May 2019
 - General courses to satisfy Bachelor degree's Gen-Ed requirements

EXPERIENCE

- **MCAP 2 (Massive Collaborative Animation Projects)**
 - | April 2018
 - Modeled, unwrapped and textured the main building of the Taj Mahal for rendering in UE4
- **PROJECT RIVER HISTORY - VR KAYAKING PROOF OF CONCEPT**
Grand Rapids Public Museum | Mar - May 2017
 - Modeled, unwrapped and textured assets for rendering UE4
 - Assets include kayak, paddle, museum, buildings, bridges, light poles, handrails, rocks

SOFTWARE

Modeling: Blender, 3ds Max, ZBrush
Texturing: Substance Painter, Affinity Designer
Rendering: UE4, Toolbag, Corona, Redshift
Managing: Trello

WEBSITES

	Portfolio	anphung.net
	Artstation	/anphung
	Linkedin	/phunga
	Facebook	/artofanphung
	Twitter	/anphungcg
	Sketchfab	/anphung97