

GIA NGUYEN RESUMÉ

CONCEPT ARTIST



ABOUT

Hi, I'm a PROFESSIONAL CONCEPT ARTIST/MATTE PAINTER ORIGINALLY FROM VIETNAM AND CURRENTLY RESIDING IN STOCKHOLM, SWEDEN.

CONTACT

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ADDITIONAL EXPERIENCE

Environment design class

INSTRUCTOR
VIETNAM

- 2014-2015, ORGANIZING AND TEACHING MY OWN DESIGN CLASS, MAINLY FOCUS ON ENVIRONMENT DESIGN FOR FILM.

EDUCATION

University of Architecture

HOCHIMINH CITY, VIETNAM
2008-2013

- BACHELOR, INTERIOR ARCHITECTURAL DESIGN

PUBLICATIONS

EXPOSÉ 10
D'ARTISTE: MATTE PAINTING 3
3DTOTAL PRIME
2D ARTIST MAGAZINE
ADVANCED PHOTOSHOP MAGAZINE

SOFTWARES

ADOBE PHOTOSHOP
AUTODESK 3DS MAX AND VRAY

QUALIFICATION

- OVER 6 YEARS EXPERIENCE IN FILM AND GAMING INDUSTRY.
- 2D DESIGN AND DRAFTING SKILLS.
- MATTE PAINTING WITH HIGH LEVEL OF PHOTOREALISM, WORKING THROUGHOUT CONCEPT TO MATTE.
- EXPERIENCED IN ALL LEVELS OF A CONCEPT ART PIPELINE FROM HIGH CONCEPT PAINTINGS TO INDIVIDUAL BREAKOUT -SHEETS AND TURNAROUNDS.
- EXPERIENCED IN MANAGING MULTIPLE PROJECTS WITH SMALL TEAMS OF 5 ARTISTS.
- CLASSICALLY TRAINED IN FINE ARTS/ARCHITECTURE AND CURRENTLY ON LATEST DIGITAL SOFTWARES.
- ABLE TO WORK ON A MULTITUDE OF DIFFERENT SUBJECTS TO VARIOUS LEVELS OF COMPLETION

WORK EXPERIENCES

Starbreeze Studios

CONCEPT ARTIST
2017-PRESENT, SWEDEN

Cyclo VFX

VFX ART DIRECTOR
2017, VIETNAM

Bluer Production

VFX ART DIRECTOR
2013 - 2016, VIETNAM

- IN CHARGE OF ART DIRECTION OF ALL POST-PRODUCTION ASPECTS OF VIDEO CONTENT.
- PRODUCED IDEATION SKETCHES, STYLE GUIDES AND DETAILED DIGITAL PAINTINGS.
- EFFICIENT MULTITASKING OF CHARACTER DEVELOPMENT, VEHICLES/PROPS DESIGN, AND ENVIRONMENTS.

GlassEgg Digital Media

CONCEPT ARTIST
2011-2013, VIETNAM

- CREATED CONCEPT ART FOR SCI-FI AND FANTASY GAME PROJECT
- PRODUCED ILLUSTRATION/MARKETING ART FOR VARIOUS CLIENTS

FREELANCE WORK EXPERIENCES

Propulsion Pictures

CONCEPT ARTIST 2017, UK
- PITCH CONCEPT ART FOR A STEAMPUNK PITCH TV SERIES

West Studio

CONCEPT ARTIST 2016, USA
- PITCH CONCEPT FRAMES FOR A VR THEMEPARK

TigreLab

CONCEPT ARTIST 2016, SPAIN
- CONCEPT ART FOR A PROJECTION MAPPING SHOW IN BARCELONA

Legendary Pictures

CONCEPT ARTIST 2016, USA
- GODZILLA 2 : PRE-PRODUCTION ENVIRONMENT/ARCHITECTURE CONCEPT DESIGN FOR A FEW SCENES IN THE MOVIE

Lik Studios

CONCEPT ARTIST 2016, TAIWAN
- TECMO KOEI : ENVIRONMENT/ARCHITECTURE CONCEPT DESIGN FOR VARIOUS ASSETS IN A SCI-FI RACING GAME

Cineground Media

CONCEPT ARTIST/MATTE PAINTER 2014-2015, CANADA
- AKIRA PROJECT, 2014
- TEMPLE SHORT FILM, 2015
WORKED DIRECTLY WITH THE DIRECTOR ON BOTH PROJECTS.

OcularStorm Production

MATTE PAINTER 2012-2013, USA
- FURY TALE OF RONAN PIERCE, 2012-2013: MATTE PAINTING FOR 10 SHOTS OF THE FILM , WORKED DIRECTLY WITH THE DIRECTOR.

