



BRIAN NGUYEN

3D MODELLER - SURFACE ARTIST - AGE 22

INFO



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SOCIAL



Discord

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Facebook

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AWARDS



Team Player

Awarded by UTS for best practice and for helping others on their projects.

REFERENCES



Deborah Cameron

Deborah.Cameron@uts.edu.au
+61 2 95148073
Animation Teacher



Andrew Kimberley

andruu.k@gmail.com
0413 171 043
3D Animator



EXPERIENCE

2020

Ample Projects

3D artist - Freelance

- Responsible for translating 2D designs into 3D for previs.
- Communicated with the Director Nicholas for feedback.
- Relied on by Nicholas to fix problems with published assets.

2019-2020

Fueled Mayhem - Vehicular combat game

Art Director, 3D artist - part time

- Responsible for the story and visuals of the game
- Communicated with my director Tobias Rasmussen on a weekly basis remotely
- Gave direction and feedback to 3D Artists

2019-2020

Research Assistant - UTS

Researcher - Deborah Szapiro

- Responsible for converting 3D animation into a format that robots could read and use to perform movements and visuals.

2019

3D context demonstrator

Bachelors of Design in Animation Demonstrator

- Assisted Andrew Kimberley in teaching third year students on their 3rd year 3D context classes.
- Gave feedback to students on story, modelling and surfacing.

2017 - 2018

UTS student association - animation

Director, Producer and composer

- Communicated with the UTS student association to gain feedback and approval.
- Lead a team of 8 animators to create motion graphics.



EDUCATION

2016 - 2019

University of Technology Sydney, Australia

Bachelor of Design in Animation w Honours

Experimented and learnt about design and animation.

2020

Creating Stylised Game assets - CGMA

Teacher - Ashleigh Warner Senior Blizzard prop artist

Learnt how to optimise and create Stylised game assets with Ashleigh Warner's help, feedback and expertise.



SKILLS AND EXPERTISE

Maya



Zbrush



Sub. Painter



3D Coat



Adobe



Unity



Modelling



Sculpting



Texturing



Painting



Animation



Humour

