

DZUNG NGUYEN

3D ARTIST
CHARACTER/HARD-SURFACE MODELER

US Citizenships

AWARDS TRADITIONAL ART

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| " Master Copy " from the famous artist (18x24) Charcoal Pencil, AAU Award Spring Show. | April 2010 |
| " Drapery " (18x24) Charcoal Pencil, AAU Award Spring Show. | April 2009 |
| " Still-Life " (18x24) Charcoal Pencil, AAU Award Fall Show. | December 2008 |
| Calliope: <i>The Student Journal of Art and Literature Book:</i> Sketch-page & Ink-wash (after Diego Rivera) NOVA College, Annandale, VA. | April 2008 |

EXPERIENCE

Character Artist - Gazillion Entertainment, Foster City, CA April 2016 - Nov 2017

- Modeling, surfacing realistic costume Marvel characters, high and low polygon both hard surface and organic.
- Being able to work with minimum existing designs.
- Texturing, look-developing, posing characters for marketing asset in Marmoset.
- Enhancing low-resolution textures in Unreal 3 with an in-house shader to match hi-resolution in Marmoset.
- Part of the marketing team making **key art Marvel Heroes Omega 2017** on Steam and Playstation Store, and **ads banner Spiderman Homecoming**. Responsible: taking initial pose then correcting deformation, adding facial expression, creating light, composing background, painting over.
- Software used: Maya, Zbrush, Quixel, Photoshop.
- Shipped costumes on Netflix and movie: **Thor Ragnarok Movie**, **Vulture - Spiderman Homecoming**, **Gamora - Guardian of the Galaxy vol.2**, **Winter Soldier - Civil War**, **Ghost Rider - Robbie Reyes**, **Jessica Jones - Netflix**, **Wolverine - Old Man Logan Movie**.
- Shipped costumes from comic: **Captain America (Steve Roger, The Captain, Artic, Gazillion concept, American Dream)**, **Ghost Rider (Modern, Classic)**, **Jubilee**, **Medusa**, **Nick Fury (Ultimate, SHIELD)**, **Thor (Classic, Unworthy)**, **Wolverine (90s, Modern, X-Force, X-Men Uniform, Day Future Past, Classic)**, **Psylocke (Horsemen Apocalypse)**

Character Artist (contractor) Puppetar Studio, Walnut Creek, CA June 2013 - Present

- Digital Sculpting realistic and stylized characters, UVing, texturing, Look-Dev Arnold and Vray for VFX shot.
- Hard Surface Modeling, UVing, texturing, look-Dev realistic objects for VFX.
- Grooming, styling characters.
- Worked with rigger and supervisor to ensure models deformed correctly and were functional.
- Handled multiple shows, characters, and assets for production in a tight deadline.
- Software used: Maya, Zbrush, Unfold3D, Mari, Photoshop, Vray, Shave & Haircut, Maya Hair.
- Title worked on:
 - + "**Cigarette**" Movie 2018 (In Production). Responsible modeling 3x speed boats, 4x digital double in full shot. Creating facial expression blendshape for 4 characters.
 - + "**Mirror of the Witch**" TV show in Korea. Responsible sculpting, texturing, Grooming and LookDev realistic Wolf.
 - + "**Layton's Mystery Journey**" Commercial from LEVEL 5 Mistress x Abby. Responsible texturing stylize hamster, Look-Dev, grooming fur hamster.
 - + Theme park: Canopy film "**Jelly Show**" and "**Deep Sea Odyssey**"- Chimelong's the Ocean Kingdom in China. Responsible modeling, texturing, LookDev hero character fish **PaoPao**, **Dino fish**, **4x Jelly fish**, **whale shark**.
 - + **Kaka** bidding projects. Responsible modeling, texturing, grooming stylized cute tiger like.
 - + Bente characters **Gravattack**, **Max**, **Khyber**, **Khyber's Cat** from Cartoon Network for IMG Theme Park film in Dubai. (Canceled).
 - + Marvel characters realistic **IronMan** and **Ultron**, **Hulk's hair**, **Thor's hair** for IMG Theme Park film in Dubai (Canceled).

FREELANCE

3D Artist, San Francisco, CA 2012-2014

- "**The Lost City of Tomorrow**" - USC Thesis short film. Hard Surface modeling, Texturing, LookDev giant city in space.
- "**VIMANA**" - USC Thesis short film: Hard surface modeling, texturing, Look Dev space station and probe.
- "**Dino Hunt**" - VFX Thesis short film. Digital Sculpting realistic Styracosaurus base on the reference.
- "**Soar**" - Animated Short Film (Winner Best Student Animation) Created blend-shape hero semi-stylized character over 20 difference poses and nine emotion faces.
- "**Glass Bbutterfly**" - CG narrative Music Video. Digital sculpting hero butterfly for the closeup shot.
- "**Recoil**" - USC Thesis film. Modeled realistic two hero sci-fi spaceships base on concept art.

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EXPERIENCE RELATED

Graphic Designer: (part-time) *Tuoi Tre Viet Hai Ngoai Vietnamese Magazine*, Falls Church, VA 2007-2008

- Edited, designed advertisements, and formatted layout text for Vietnamese News magazine
- Troubleshooting and Maintained windows platform.

Assistant Instructor: (Volunteer) *Kent—Cbam Training Center of English & IT*, Vietnam 2004

- Prepared power point slides for Photoshop, Flash, HTML, Dreamweaver lectures.
- Assisted students using softwares and answered questions.

Assistant photographer: (part-time) *Nhu-Ha Photographer & video editing Group*, Vietnam 2001-2003

- Assisted & Lighted for photographer indoor and outdoor.
- Prepared and maintained photography gears 35mm film.
- Retouched Photos & Designing Layout DVD/CD.

QUALIFICATION

Technical & Traditional Skills:

- Strong facial anatomy, knowledgeable FACS
- Strong understanding the silhouette, forms, and dynamic human anatomy.
- Strong polygonal hard-surface modeling for movies, cinematic.
- Strong organic sculpting and surfacing.
- Unwrapping clean UV's, texturing texture painting.
- Knowledge shader setup and look-development.
- Drawing & Rendering.
- Photographing & Retouching.

Software:

- Maya / Zbrush/Topology/ Unfold3D/
- Yeti / Maya Hair / Shave & Haircut
- Mari / Photoshop
- Arnold / Vray / Keyshot
- Xnormal/CrazyBumb/ Marvelous Designer/ Quixel

EDUCATION

Academy of Art University (AAU) San Francisco, CA 2008-2013
Major Bachelors of Fine Art—Animation & VFX in 3D character modeling.

Northern Virginia Community College (NOVA) Annandale, VA 2005-2008
Major Associate Degree—Graphic Design.

University of Technology Ho Chi Minh City, Vietnam 2000-2004
Major Bachelor of Science—Information Technology.