

# DZUNG NGUYEN

3D ARTIST  
CHARACTER/HARD-SURFACE MODELER

---

US Citizenships

## Character Artist - Sanzaru Game, Foster City, CA January 2018 - Present

- Sculpting, surfacing, UVing and detailing realistic characters aiming AAA quality for Virtual Reality Oculus.
- Modeling hard-surface large scale props density details. Communicating with rigger to ensure articulation and transformation work correctly.
- Being able to work with minimum concept. Art style worked on Sci-fi, Viking and Nordic.
- Shipped: **Marvel Power United VR 2018**. costumes: **Madame Hydra** (Boss), **Storm** Alternative, **Wolverine** (playable character). Some larscale props.
- In Production: **Asgard's Wrath** for Oculus VR Rift

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

- Modeling, UVing, texturing hard-surface and organic Marvel costumes both high and low polygon.
- Being able to work with minimum existing designs.
- Posing characters for marketing asset in Marmoset. optimize maps for Unreal 3.
- Part of the marketing team making key art **MMO 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.
- 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 - Dec 2017

- Modeling, sculpting realistic and stylized characters, UVing, texturing, Look-Developing in Arnold and Vray for VFX shots.
- Grooming, styling hair and fur animal and characters.
- Communicating with rigger and supervisor to ensure models deformed correctly and were functional.
- Handled multiple shows, characters, and assets for production in a tight deadline.
- Title worked on:
  - + (2018) **"Cigarette"** Movie Responsible modeling 3x speed boats, 4x digital double in full shot.
  - + (2017) **"Layton's Mystery Journey"** Commercial from *LEVEL 5 Mistress x Abby*. Responsible texturing stylize hamster, Look-Dev, grooming fur hamster.
  - + (2016) **"Mirror of the Witch"** TV show in Korea. Responsible sculpting, texturing, Grooming and LookDev realistic Wolf.
  - + (2014) Theme park in China: *Canopy film "Jelly Show"* and *"Deep Sea Odyssey" Chimelong's the Ocean Kingdom*. Responsible modeling, texturing hero character fish PaoPao, Dino fish, 4x Jelly fish, whale shark.
  - + (2013) Theme park in Dubai (canceled): **"Marvel"** and **"Benten"** - *Cartoon Network* Responsible modeling, texturing characters: IronMan and Ultron, Hulk's hair, Thor's hair, Gravattack, Max, Khyber, Khyber's Cat.

## 3D Artist (collaboration), 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 Butterfly"** - 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.

# DZUNG NGUYEN

3D ARTIST  
CHARACTER/HARD-SURFACE MODELER

---

## US Citizenships

### 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
- Substance Painter/ Mari / Quixel/ Photoshop
- Arnold / Vray / Keyshot
- Xnormal/CrazyBumb/ Marvelous Designer

### AWARDS TRADITIONAL ART

**"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:** *The Student Journal of Art and Literature Book:* April 2008

Sketch-page & Ink-wash (after Diego Rivera) NOVA College, Annandale, VA.

### 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.