

Nhathy Ngo

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SKILLS

- Autodesk Maya, 3DSMax, MEL Script, Python
- Adobe Photoshop
- Unity3D, Unreal Engine 3, Playstation Home
- C++/C#, Java
- Adobe Flash, Actionscript 3.0
- Adobe Dreamweaver, HTML/CSS, Javascript, PHP

WORK EXPERIENCE

Hive Media, Inc, San Carlos, CA

12/11 - 05/12

Develop branded social media experiences for entertainment and brand companies

Senior Artist

- Drive the vision, style and processes for art on studio projects
- Communicate with external and internal departments to accomplish project objectives and meet deadlines
- Provide leadership and creative development to team members
- Create concepts, mock ups, and final, polished assets
- Set up and oversee production pipelines

Hive Media, Inc, San Carlos, CA

06/11 - 12/11

Develop branded social media experiences for entertainment and brand companies

Technical Artist

- Design, create, and import 2D and 3D assets into Unity3D for *The Deadliest Catch Social Game*
- Design and create 2D icons and assets for *Mogoball*

WishB, LLC, San Francisco, CA

11/09 - 06/11

Develop a secure parentally controlled, social 3D-virtual world for children

Associate Technical Artist

- Optimize Maya-to-Unity asset integration to reduce import time by 75% per asset
- Automate rig-conversion process of 1,000 assets and 150 animations using MEL Script and C#
- Design, create, and voice interactive tutorials directed towards children in Adobe Flash and Actionscript 3.0
- Design, create, optimize, and import assets and sound into Unity3D

AbsolutelyNEW, San Francisco, CA

10/08 – 04/09

Market invention concepts and products to manufacturers

3D Artist / Animator

- Complete projects from start to finish (model, texture, rig, render, etc.) in a turn-around time of 1-2 weeks
- Create accurate 3D models in Maya of invention concepts utilizing initial content
- Create 1-3 minute animations depicting product concepts following storyboard guidelines

Lamplighter Studios, San Francisco, CA

02/09 – 03/09

Develop assets for Playstation Home

Technical Artist

- Contribute to delivering 1,000 in-game assets for Playstation Home in 2-3 months
- Review and prepare models from Autodesk Maya to import objects into Sony Home Game Engine
- Troubleshoot asset integration and maintain Quality Control

EDUCATION

Art Institute of California – San Francisco, CA

10/05 – 10/08

Bachelor of Science in Game Art and Design

- Honor's List (2008), Dean's List (2005 – 2007)

City College of San Francisco – San Francisco, CA

08/09 – 05/11

Certificate of Achievement in Computer Programming: C++

Certificate of Achievement in Computer Programming: Java

- Other Courses: Actionscript 3.0, Javascript, PHP, MySQL, iPhone Programming, Python