



PROFILE

I'm a 2D gaming artist with a talent for creating visually engaging game graphics. With proficiency in software like Photoshop, Illustrator, and Unity, I have the technical skills to create stunning 2D art assets for various game genres. I work collaboratively with others to ensure high-quality game graphics that are tailored to the project's unique needs.

Date of Birth: November 8, 1997
Nationality: Vietnamese
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CONTACT

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HOBBIES

Playing Games
Drawing
Watching movies

DUNG LE MINH TUONG

ARTIST

EDUCATION

University of Science and Technology – The University of Da Nang
September 2015 – January 2020
Major: Information Technology
GPA: 3.28

LANGUAGE

English TOEIC 720

WORK EXPERIENCE

BAP Company - 2D Artist

February 2020 – May 2020
- A Fresher Artist at BAP company.
- Won second prize in Captain Game Jam National Award 2019.

Freelancer – 2D Artist/ Design

May 2020 – November 2021
As a 2D artist freelancer, I had the opportunity to work on a wide range of projects for clients across various industries. My experience includes creating 2D graphics for video games, animations, marketing materials, and more.

PapaGroup - Artist

November 2021 – September 2022
I was a 2D Artist at Papa company. I have accomplished several gaming-related projects and played certain roles in these projects. Have studied how to create and develop 3D models.

SKILLS

