

HA THI THUY LINH

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Career Objective

An aspiring multimedia designer and artist, seeking to participate in a dynamic and innovative environment.

Personal strengths: attention to details, teamwork, quick learning and adapting, creativity.

Education

Nanyang Technological University

Bachelor of Fine Arts - Interactive Media with Second Class Honours (Upper Division)

Aug 2010 - Aug 2014

— Took various creative and skill-oriented courses: digital painting, visual communication, interactive web experience, game design workshop, drawn animation, graphic storytelling, 3D production, 3D modelling.

Skills & Capabilities

— Digital art and graphic design (*Photoshop, Illustrator*): creating digital artworks, collateral design, UI/UX design, web/application assets, mockups, photo manipulation.

— Video post-production and motion graphic (*After Effects, Cinema 4D*): compositing, creating visual effects, animating motion graphic videos, integrating 3D and live footage.

— 3D production (*Autodesk Maya, ZBrush, Cinema 4D*): modeling, UV, texturing, sculpting, lighting, rendering photorealistic images.

— Website design (*Dreamweaver*): intermediate command of HTML, CSS and Javascript for web design.

Work Experience

MathVision Enrichment Centre

Commercial Teacher

Sep 2015 - Current

— Aided primary and secondary-level students in general and competitive maths. Received a majority of “Excellent” rating from students.

The Color Club

Storyboard Artist, Motion Graphic Designer

Jan 2015 - Aug 2015

— Created storyboards and animation for commissioned infomercial motion graphic videos.

- Brainstormed and came up with creative ideas to fulfill clients' requests, and turning them into easy-to-understand storyboards.
- Used an integrated 2D and 3D workflow with Photoshop, After Effects and Cinema 4D to create stills/animations for both commissioned works and company idents.
- Composited and added special effects to 3D animation, ensuring up-to-standard final outcomes.

SUTD Game Lab - Game Innovation Programme 2014

Game Artist

May 2014 - Aug 2014

- Successfully created a serious [game prototype](#) using Unity3D by collaborating with a multidisciplinary team.
- Conceptualised mythical characters and environment to make up a stylised game world.
- Created various game assets: 2D backgrounds, 3D character models, 3D animation and UI.
- Designed marketing collaterals such as logo, poster, name card, brochure, trailer and demo video for showcasing at Ubisoft Singapore and ArtScience Museum.

CACANi Animation

Animator (Part-Time)

Jun 2013 - Sep 2013

- Collaboratively created a series of animation clips commissioned by the National Environment Agency.
- Contributed to various stages of the production: animatics, keyframes, in-betweens, colourization, backgrounds.

Software Tester (Part-Time)

Jun 2012 - Sep 2012

- Collaborated with a team of software developers to discover and solve bugs and crashes in the animation software CACANi.

Co-Curricular Activities

Vietnamese Community in Singapore (VNNTU); Publication officer

Sep 2011 - May 2013

- Helped with the design and content of the community's online magazine VPlus.
- Designed posters for various events held by VNNTU.
- Designed the official T-shirt for VNNTU's Freshmen Orientation Camp 2011.
- Contributed to the design of VNNTU's Freshmen Orientation Camp 2011 website.

Language Proficiency

English (Advanced), Vietnamese (Advanced), Japanese (Elementary), Mandarin (Chinese) (Elementary)