NINA VO

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🔤 English, Vietnamese

PROFILE

Passionate and motivated animation and computer science student with a strong drive to learn and grow. Skilled in 2D and 3D animation, digital illustration, and creative storytelling, with several impactful projects.

EDUCATION

UNIVERSITY OF MASSACHUSETTS AMHERST

Bachelor of Fine Arts in Animation
Bachelor of Arts in Computer Science

- **Expected Graduation:** 12/2026
- **GPA:** 3.9
- **Relevant Coursework:** Introduction to Animation, Digital Imaging, Advanced Drawing

SKILLS

- **Animation Expertise:** Proficient in 2D animation techniques, 3D modeling, character design, storyboarding, film production
- **Software Proficiency:** Adobe Photoshop, Illustrator, Premiere Pro, After Effects, Autodesk Maya
- **Technical Skills:** Game concept design, digital illustration, sound design

PROJECTS

NIDIHOC (2024)

A 2D game concept featuring Ni, a student navigating challenges to reach school on time.

- Tools: Adobe Photoshop, Illustrator
- Created the game poster, visual identity, character designs, and a demo level

ROBOT (2023)

A 3D modeling project featuring a detailed robot and an accompanying video presentation.

- *Tools: Maya, Marmoset, Adobe Substance 3D Painter*
- *Created a 3D model based on concept art*
- *Developed a video with sound design to showcase the final product*

ANOTHER MORNING (2024)

A 40-second 2D animated short depicting a seemingly ordinary morning in the life of Jane.

- Tools: Adobe Photoshop, Premiere Pro, After Effects
- Directed and executed story development, character design, storyboarding, animation, and sound design
- Delivered the final product within four weeks