

Phạm Công Duy

Graphic Designer /
3D Artist



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PROFILE

I am an enthusiastic, creative and communicative Graphic Designer who is eager to contribute design experience towards helping a forward-thinking organization achieve its goals. Possessing an eye for detail and an effective approach to design projects, frequently up to date with design trends, I am constantly strive for a higher stand of work. Seeking to expand my knowledge on all facets that are vocationally relevant.

LANGUAGES

Vietnamese ● ● ● ● ●

English ● ● ● ● ●

PROFESSIONAL EXPERIENCE

Chon Studio, 3D Artist

March 2024 – August 2024 | Hanoi, Vietnam

- Led a team of 4 developers and a designer to successfully launch an endless runner game within three months period.
- Planned high concept, sprints documents, and acted as lead designer in creating lowpoly environment and weapons.
- Assisted other teams on planning, testing and analyzing game play mechanics and features.

Apex Dungeon, 3D Artist

September 2021 – July 2022 | Hung Yen, Vietnam

- 3D Procedural Dungeon Generation Top-Down Shooter
- Main Game Designer, Level Designer, Artist and UI/UX Designer, manage 2 designers to create game assets and environment.
- Junior Programmer focus on AI-programing

Self-Employed, Freelance Graphic Designer

January 2020 – August 2024 | Hanoi, Vietnam

- Worked on varies promotion campaigns posts on Facebook for FPT Arena and BUV.
- Design events brochures and menus at Trixie Cafe & Lounge.
- Redesigned in store menu and Facebook posts for Atafood Mart.

EDUCATION

Advanced Diploma in Multimedia, FPT Arena Multimedia

August 2022 – August 2024 | Hanoi, Vietnam

- Graduated with High Honors
- 2 Academic rewards for academic performance

Computer Games Design and Programming, British University Vietnam (BUV)

January 2021 – January 2022 | Hung Yen, Vietnam

- 1 Academic Merit Award

SKILLS

Graphic Design

Proficient in Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Adobe InDesign and Adobe XD.

3D Design

Proficient in Zbrush, Maya, Blender and Substance Painter for 3D modeling, texturing/shading, animation/rigging and lighting/rendering.

Communication

Clear and confident in both speaking and writing, with the ability to adapt messages for different audiences.

Adaptability

Capable of working efficiently both independently and as part of a team.