

## ABOUT ME

I'm a developer with an art & design background in gaming. I am well-versed in the languages of the web and enjoy finding creative solutions to an array of challenges. My design sensibilities allow me to unite function & form effectively and create outstanding user experiences.

## LINKEDIN

[www.linkedin.com/in/vinh-huynh](http://www.linkedin.com/in/vinh-huynh)

## PORTFOLIO

[www.vinh512.github.io](http://www.vinh512.github.io)

## GITHUB

[www.github.com/Vinh512](http://www.github.com/Vinh512)

## SKILLS

Javascript	jQuery	Node.js	Firebase	Photoshop
HTML	Bootstrap	Express	Git / GitHub	Illustrator
CSS	React	MongoDB	RESTful API	3DS Max

## PROJECTS

**Paper, Pencil, Scissors** - A platform for teachers to request classroom supplies from generous donors. Worked with a team of developers and UI/UX designers to implement the designers' visions and functionality. Used an Amazon node module to make AJAX calls to retrieve product data.

**Peer Pulse** - An app that facilitates decision-making allowing users to submit and vote for activities in which the most-voted result is chosen. Worked on a team of developers using React and Firebase.

## EXPERIENCE

<b>KingsIsle Entertainment - Environment Artist</b> <ul style="list-style-type: none"><li>Worked on the highly successful Wizards 101 and Pirate 101</li><li>Designed and created various art assets &amp; environments</li></ul>	June 2011 - May 2016
<b>Sony Computer Entertainment America - Scan Artist Contractor</b> <ul style="list-style-type: none"><li>Optimized and aligned 3D head scans</li><li>Used sculpting software to refine end product</li></ul>	Feb 2010 - April 2011
<b>Incinerator Studios - Environment Artist</b> <ul style="list-style-type: none"><li>Worked on various PS2 and Wii titles based on popular IPs</li><li>Modeled, unwrapped, and textured art assets &amp; environments</li></ul>	Sept 2007 - July 2009

## EDUCATION

<b>General Assembly Austin - Web Development Immersive</b>	Feb 2017
<b>The Art Institute San Diego - Game Art &amp; Design</b>	Dec 2005