

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.

LINKEDIN

www.linkedin.com/in/vinh-huynh

PORTFOLIO

www.vinh512.github.io

GITHUB

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 on a team of developers and UX designers to implement their design and functionality.

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

Freelance / Self-Learn - Front End Developer / Digital Artist <ul style="list-style-type: none">Continue honing craft while open to potential opportunities	Present
KingsIsle Entertainment - Digital Artist <ul style="list-style-type: none">Worked on the highly successful Wizards 101 and Pirate 101Designed and created various art assets & environments	June 2011 - May 2016
Sony Computer Entertainment America - Scan Artist Contractor <ul style="list-style-type: none">Optimized and aligned 3D head scansUsed sculpting software to refine end product	2010 - 2011
Incinerator Studios - Digital Artist <ul style="list-style-type: none">Worked on various PS2 and Wii titles based on popular IPsModeled, unwrapped, and textured art assets & environments	2007 - 2009

EDUCATION

General Assembly Austin - Web Development Immersive	Feb 2017
The Art Institute San Diego - Game Art & Design	Dec 2005