

# Bryan Hach

North Carolina | 336 587 2400 | [Email](#) | [Linkedin](#)

## EDUCATION

**Davidson Davie Community College**  
*Associate Science Degree*

**Thomasville**  
*May 2023*

## WORK EXPERIENCE

### Freelancing

*3D Modeler*

**Remote**

*2018-2019*

- Created photorealistic textures by photoscanning environments
- Create 3D Models of environments such as nebulas, trees, clouds for clients
- Assist and tutor students on the basics of 3D modeling.

### Freelancing

*Graphic Design*

**Remote**

*2019-2020*

- Created a logo and design a shirt for Lexington Senior High school chorus
- Produce a profile picture, background, article covers for a Writer
- Design the posters for the Lexington Senior High school chorus concerts

### Freelancing

*Ghost Writer*

**Remote**

*2021-2023*

- Created an article for several clients online
- Won article of the week for one of the client

### Freelancing

*UX Designer*

**Remote**

*2023-present*

- Help design websites for clients
- Design mobile apps for clients
- Develop templates that help organize teams

## LEADERSHIP & OTHER AFFILIATIONS

### Cambodia Cultural Center

*Monk assistant*

**Lexington**

*2015-2019*

- Assisted the monks with any task and help provide support to elders staying at the temple
- Organize the temple and help inspect it to make it clean and suitable for the monks residing.
- Helped monitor and operated the temple garden
- Provided service by cutting and moving timbers to prepare for harsh winters
- Clean up the premises and prepare the area for Cambodian new years.

### Davidson county library

*Librarian assistant*

**Lexington**

*2019-2019*

- Assisted the librarians by formatting the books in the right places
- Assisted those in need with computers by doing basic tech support.
- Organize events such as “reading books to kids”so those who go to the library have a set schedule.

## PROJECTS EXPERIENCE

### Video game for the blind

*Developer*

**Remote**

*Present*

- Produced 3D models, assets, environment for the world design
- Created the sound design by using local household items
- Coded the physics and produce the animation of the models
- Use unity as the engine for the game

## SKILLS & INTERESTS

Skills: Blender, Photoshop, Unreal Engine, Adobe After effects, Unity, python, Java, CSS, HTML, Javascript

Language: Native Fluency in English

Interests: Film making, Video game development, Content Creation, Animation