

Curriculum Vitae

LINH NGUYEN

E-mail: linh@linhgraphics.com

Online portfolio: <http://linhgraphics.com/>

PERSONAL STATEMENT

A highly dedicated professional with remarkable ability to concentrate and work under pressure. Highly creative and a good command of computer technology. Able to work as an efficient individual and a valued team member. Inquiring and diligent, always willing to adapt to new technology and working methods.

KEY SKILLS

Programming/ scripting language:

- C++
- SQL
- HTML5
- CSS3
- Javascript

Software skill:

- Microsoft Word, Excel, Powerpoint
- 2D Graphic: Illustrator, Photoshop, InDesign, Flash.
- 3D Graphic: Unity3D, 3Ds Max, Maya, Zbrush
- Video Editing: After Effect

Fine Art:

- Painting with materials: charcoal, oils painting, pastel, crayon
- Anatomy drawing, life-drawing
- Landscape, portrait sketching

Computer graphic:

- Mathematics for Graphics
- AI for Games
- Commercial graphic design
- 3D visualization
- Video editing and visual effects

PROFESSIONAL EXPERIENCE

Dictate IT

04/2017 – Present

Application Support Analyst

- Respond to customers and internal staff queries over the telephone and emails.
- Access the severity of issues based on the guidelines to appropriately utilise expert internal resources and escalate to management team.
- Accurately log all customer interactions in Salesforce to enable measurement of response times, types of queries and areas where preventative action will be appropriate.

- Provide customers with remote support via Remote Desktop Connection to resolve technical issues related to Dictate IT software
- Analyse issues, identify the cause and provide customer centric solutions via web admin and database server using Microsoft SQL server management studio
- Generating custom reports via database server using Microsoft SQL server management studio
- Escalate engineer-levelled issues to 3rd line support/ developers via Jira

SoftV Gamification 06/2015 - 11/2015 (5 months)

Technical Artist

Work on a casual game titled SWAN owned by UCL, as part of my final project at Goldsmiths University. I was in charge of the game art design and visualization, in a team of 4. My responsibilities include:

- Brainstorming with the team for art style and technical implementation
- Drawing concept and creating mock-up animations
- UI Design
- Liaising with client on the art direction and development process of the game
- Creating, refining logo and game assets, mainly in 2D and hand-drawing with Wacom tablet
- Creating sprite animations and visual coding for game elements in Unity, C#

London Geometry Ltd 06/2015-11/2015 (5 months)

Game Artist

Work on a training game titled Age Of Algorithms owned by Creative Skillset http://creativeskillset.org/who_we_help/creative_professionals/free_online_courses/age_of_algorithms

I was in charge of the game art design and visualization, in a team of 3. My responsibilities include:

- Brainstorming with the team for art style and technical implementation
- Drawing concept and creating mock-up animations
- Liaising with client on the art direction and development process of the game
- Creating, refining logo and 2D/3D game assets using Wacom tablet, Photoshop, 3Ds Maxs and Unity
- Creating sprite animations for game elements
- Take part in promotion campaign for the game in Brighton Development Expo 2015

Jonatronix Ltd, Brighton 05/2012 - 04/2014 (1.11 year)

<http://jonatronix.co.uk/>

3D illustrator

Worked for 1.11 year on book illustration at Jonatronix, I enjoyed a wide range of technical-creative tasks as a 2D/3D generalist, became an experienced CGI artist, and also gained insight into project management and publishing business. My key responsibilities there included:

- Concept drawing, modelling, texturing objects and environment
- Character modelling texturing, rigging and animation
- Setting up 3D scenes and composition, manipulating virtual camera (adjusting exposure, FOV, focal length, e.g.), lighting, rendering and compositing images for book illustration
- Our book series Project X-Alien adventure won the Educational book award at the Education Resource Award of 2014
http://www.educationresourcesawards.co.uk/era_winners.htm

3D Brigade Hanoi Ltd (Vietnam-Hungary joint stock company) 2007 -2010 (3 years)

Environment, Character Artist

Back in 2007 I had my first training in 3D CGI for games while in the 3rd year of my college. After 1 year of training, I gained valuable knowledge as a junior 3D artist and continued to stay at the company for the next 2 years until Undergrad graduation

- Modelling, texturing characters and objects for games
- Modelling and texturing buildings for Google GPS project
- Taking part in making a Vietnamese history 3D animated movie, modelling, texturing Vietnamese traditional characters and historic objects
- Creating 2D animated avatar images for VDC-Net2E online game (<http://ongame.vn/>).

Freelance projects

VFX Artist, April, 2016

Creating visual effects for an Anti-child labour campaign video for Vietnamese Ministry of Labour, broadcasted on world day against child labour 2016 nationwide

<https://www.youtube.com/watch?v=TEtle0ccRgo&feature=share>

EDUCATION

Goldsmith University, London, UK, *Msc in Computer Games and Entertainment*, 2014 - present

Key study:

- Game programming with C++, C# and OpenGL
- Maths for Graphics
- AI for game
- Business practice in game and digital entertainment production with real-life case study

Kingston University, London, UK, *MA in 3D Imaging*, 2011

Key study:

- 3D visualization with industry-standard applications and techniques
- Introduction to 3D animation with Motion Capture
- User Experience design
- Digital contents production pipeline

Hanoi University of Industrial Fine Art, Vietnam, *BA in Graphic Design*, 2004 - 2009

Key study:

- Traditional fine arts: life/ landscape/ drawing, painting, hand-crafting and human anatomy for life drawing
- Commercial Graphic Design: Insights in digital graphic and application of Graphic Design in brand identity and advertisement

VOLUNTEER ACTIVITIES

- LLVM conference 2015
- Women in Game European conference 2015