

**Portfolio:** <https://thong-h.github.io>

(669) 203 - 9141

minhthong1297@gmail.com

## Skills

- Adobe Suite (Illustrator, Photoshop, Premiere Pro, After Effects)
- Blender
- Unity
- Motion Design
- Video Editing
- HTML / CSS

## Languages

- English
- Vietnamese

# Thong Huynh

## Objective

Detail-oriented artist with strong creative and problem-solving abilities who works well both independently and collaboratively. Comfortable creating concepts, models, and animations using Photoshop, Blender 3D, and Unity game engine. Passionate to pushing artistic boundaries and delivering captivating results.

## Education

### San Jose State University (SJSU)

BFA - DIGITAL MEDIA ART  
2020 - 2023

### De Anza College (DAC)

GRAPHIC DESIGN  
2017 - 2020

## Experience

### Student Assistant - 3D Modeler \_ Beethoven Center (SJSU)

NOV. 2021 - JAN. 2022

- Research and breakdown parts of a given 2D image to be ready for 3D modeling.
- Collaborated with peer to create a 3D model of a historical musical automaton, Panharmonicon, which was built in 1805.
- Ensured high product quality in coordination with peer.

### Clerical Assistant \_ Listening & Speaking Center (DAC)

APR. 2019 - JUN. 2020

- Prepared necessary materials for the instructors prior to the tutoring sessions.
- Coordinated with tutors and students to provide all necessary information for appointments.
- Scheduled, monitored, and resolved overlapping appointment errors for students.