

CUONG NGUYEN 3D Animator & Illustrator

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TECHNICAL SKILLS

3D Animation, Illustration, 2D Animation, Story Boarding, Storytelling, Graphic Design

SOFTWARE SKILLS

Autodesk Maya, Blender, Syncsketch, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro, Adobe InDesign, Basecamp, Slack

ESSENTIAL SKILLS

Problem-Solving, Teamwork, Creativity, Critical Thinking, Quick Learner, Leadership, Active Communicator, Time Management

PROFESSIONAL EXPERIENCE

Phonic Bloom | Multimedia Team Lead | August 2024 – December 2024

An interactive Augmented Reality mobile app that interprets the data sculpture in the Woodland Community Library's children's reading room both sonically and visually to a variety of audiences.

- Led seven members of the Multimedia Team, focusing on concept design, visual style, branding and marketing materials
- Assigned tasks and managed asset tracking, using a customized production sheet
- Worked independently and with the team to meet deadlines and maintain workflow
- Provided initial feedback and ensured the assets met satisfactory standards for quality review

3D Animation Reel | Vertex School 2024

A series of animated works showcasing various techniques, including Animating and Lighting

- Demonstrated proficiency in Maya, Adobe After Effects, and Adobe Premiere Pro to create polished and professional animations
- Applied the 12 principles of animation to bring characters and scenes to life
- Received constructive feedback from instructors and peers, iterating on designs to improve quality and appeal

3D Animation Conveyor Belt | Washington State University of Vancouver

A one-minute animation focusing on automating the animation production workflow

- Designed and implemented a conveyor belt system to streamline 3D animation production, improving workflow efficiency
- Utilized Maya and Adobe Illustrator software to create an automated pipeline for animating, rendering, and compiling assets
- Demonstrated a deep understanding of animation principles and their application to mechanical and procedural animation systems

EDUCATION

Bachelor of Arts in Digital Technology & Culture

Washington State University Vancouver | Expected December 2024

Associate of Applied Science in Multimedia

Portland Community College | June 2022

Certificate in Multimedia