

Hung Nguyen

Game Environment Artist

<http://guildhall.smu.edu/portfolio/dekisui/>

<http://hungpn.tumblr.com/> (password protected)

dekisui@gmail.com | 832.259.1438

5817 Indigo Street, Houston, Texas, 77074

SKILLS

- Adobe Photoshop CS3
- 3D Studio Max 2010
- Maya 2009
- Mudbox 2009
- xNormal 3.16.5
- CrazyBump
- Perforce
- MS Office Suite
- Hero Blade
- Unreal Editor 3
- Unity 2.5
- Torque X Game Builder

WORK EXPERIENCE

Star Wars : The Old Republic

April 2010 – June 2011

“Make your own mark and rise to your destiny in this galactic war between the Republic and the Sith.”

BioWare Austin, Team Size varying, Hero Engine

Contract Environment Artist

- Propping and lighting for interior spaces with respect to combat and player interaction
- Remodeled, adjusted UVs and reassigned textures for assets
- Terrain polish on different worlds, adapting to character and process of each environment
- Worked and communicated with small and large teams from various disciplines
- Optimization tasks, establishing new cube maps, and bug fixes
- Screenscaps available at <http://hungpn.tumblr.com/> Please contact for password

Minuteman

September – October 2009

“An action packed sci-fi psychological thriller unfolding within film footage and video-game sequences.”

Dreamfly Productions, Inc., Team Size varying, Unreal Engine 3

Independent Contractor Artist

- Modeled and textured first-person high-poly and third-person low-poly AR-15 rifle models

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TEAM GAME EXPERIENCE

Braveheart: Primae Noctis

August 2009 – December 2009

“Stealthily maneuver through a castle using your powerful spirit forms on a quest for vengeance.”

Guildhall, Team Size 17, Unreal Engine 3, PARAMOUNT PICTURES IP
Environment Artist

- Created, modeled and textured world assets and HUD components
- Imported and tested art assets via Unreal Editor 3

Run

January 2009 – May 2009

“There is one escape pod left and *you* will be the one on it. Get ready for the race for your life.”

Guildhall, Team Size 9, Unreal Engine 3
Associate Art Lead, Lead Concept Artist

- Created concept art, models and textures for characters, HUD elements, and environment assets
- Imported and tested art assets via Unreal Editor 3

EDUCATION

The Guildhall at SMU

August 2008 – March 2010

Masters of Interactive Technology in Digital Game Development, specialization in Art Creation
GPA 3.7

University of Houston

August 2003 – May 2008

BFA in Studio Arts, Major focus on Traditional Painting
Summa Cum Laude
GPA 3.8