

AN-TIM NGUYEN

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SHIPPED TITLES

- Destiny 2, (PS4, Xbox One, PC) (2017)
- Halo 5: Guardians, (Xbox One) (2015)
- Rekoil, (PC) (2013)
- Blastpoints V2, (Android) (2012)
- Primal Carnage, (PC) (2012)

SKILLS

- Autodesk 3ds Max
- Autodesk Maya
- Pixologic Zbrush
- Adobe Photoshop
- Substance Painter
- Bungie Tools/Engine
- Perforce
- Houdini
- Unreal Engine 4

EXPERIENCE

3D Generalist, Bungie, Inc

March 2016 – Present

- Modeling, texturing, prototyping, concept kitbashing, mechanical rigging and animation, technical animation blending, writing FX shaders, setting up destruction, building interactables, and some minor scripting

Outsourcing Technical Artist, 343 Industries (Microsoft Game Studios)

June 2013 – July 2015

- Provided direct support to environment and character art leads with hard-surface modeling, mechanical rigging, organic sculpting, PBR material-based procedural texturing and baking, proprietary integration pipeline tools, level collision and LOD optimization, sandbox asset destruction system logic, mesh/material override and lighting variant setups, and item socketing from design prototype proxy meshes to final game assets

- Built and fostered relationships with 7 different outsourcing partners and internal art/design/production leads to mediate concerns, managed task distribution for the outsourcing team, provided art direction and quality control for deliverables with bids and reviews, drove daily asset tracking through different review gates for nearly 1200 assets (character/armor meshes and skins, weapon/vehicle pieces, interactive/destructible items, cinematic/scripted assets, modular building blocks, static and dynamic props, and UI elements) in 20 months, and digested weekly technical environment art meetings for the environment art insource team

- Debugged framerate, memory, tri-count, Havok collision, PBR rendering and texture size/compression issues on Xbox One for loading zone sets in various campaign levels, and repaired content-related bugs

- Troubleshoot frequent tools, network share, FTP host, asset pipeline and communication issues for both external partners and internal contractors, wrote and shared/presented technical training documentation, blueprinted integrator AI logic and deployed devkit builds to team members for regular internal play testing

3D Artist, Plastic Piranha, LLC (Pure FPS LLC)

Sept 2012 – May 2013

- Modeled and textured assets, rigged and animated hard-surface destruction, built and instanced custom shaders in UE3 for defense contract and unreleased prototype projects.

- Optimized frame rate performance at target 120 fps in Recoil multiplayer maps with UE3 for PC (per material mesh-merging, light map UV repairs, convex collision reconstruction, SpeedTree asset conversion, etc)

3D Artist, Checkbox Studios, Pty Ltd (Pub Games)

June 2012 – March 2013

- Modeled, lit and rendered product visualizations and HTML5 applications for GWA Heating & Cooling

- Assisted with art on "Blastpoints V2" (arcade space shooter) content for Android release in UE3

- Consulted for pre-production art on cancelled UE4 game prototype

Web Administrator, 3Dmotive, LLC

Dec 2011 – Oct 2012

- Created imagery for weekly video launches, requested DMCA takedowns and provided customer support

- Edited video and audio tracks, and researched rendering and compression encoding for quality improvement

- Recruited instructors for both 3Dmotive free and premium video content

3D Artist, Lukewarm Media, Inc

Jan 2012 – June 2012

- Sculpted and textured unique modular environment art content for Primal Carnage in UE3

- Improved, replaced and optimized current real-time asset library, including texture and material editor tweaks

- Built and altered geometry for performance on Primal Carnage Mobile with UE3 for Pub Games on iOS

3D Artist, EON Reality, Inc

Dec 2010 – April 2011

- Optimized geometry, texture and sculpt assets for Saudi Aramco, Boeing, Fuji Medical, Exxonmobil, etc

- Designed custom textures and mental ray shader networks for high-end photorealistic Softimage rendering

- Replicated, camera-tracked and animated 3D assets for live action visual effects stereoscopic 3D conversion

EDUCATION

The Art Institute of California – Orange County
Bachelor of Science in Game Art and Design

Santa Ana, CA

Sept. 2010
GPA: 3.5