

BUI QUAN THANG

CHARACTER ARTIST

(123)456-789

123 Anywhere St., Any City

email@gmail.com

www.buiquanthang.com

PROFILE

Experienced 3D character artist proficient in 3D modeling, sculpting, texturing, and basic rigging.

SKILLS

- Modeling
- Sculpting
- Texturing
- Rigging
- Communication
- Attention to detail
- Time Management
- Leadership

SOFTWARE

- Maya
- Zbrush
- Substance painter
- Procreate
- Marmaset Toolbag
- After Effect
- Nomad Sculpt

EXPERIENCE

The Hunter - SCAD Student's Short Film

Technical Director • Mar 2024 - May 2024

- Supervised a team of 3D artists to develop the 3D environment for the hybrid film.
- Collaborated with the director and art director to determine the film's style.
- Recruited other students to fill any missing roles in the team.

Ping Pong - SCAD Student's Short Film

3D Assest Artist • Mar 2024 - May 2024

- Collaborated with the other students to create an under one-minute film.
- Create 3D props and texture for the film's environment.
- Fixed and solved bugs or texture while making the film.

Persimmon Red - SCAD Student's Capstone Film

Environment Modeler • Jan2023 - Mar 2023

- Collaborate with the director and 2D team to assure the creation of high quaility prop model.

Stone Hands LLC Marble Granite and Countertop

Costumer Service and planing project • Sep 2022 - Present

- Time-managed the project workflow to ensure the installation was on time.
- I work with designers and customers to give them the visualization of the project.

EDUCATION

Savannah College of Art and Design

B.F.A in Animation • Sep 2022 - Present

- Concentrated in Technical Animation