

CUONG NGO (ANDREW)

andrewcngo@yahoo.com | 1(512)905-0863

OBJECTIVE | I am an exceptionally hard working and well-rounded 3d environment artist with a passion for the art side of the game industry. I has 3 years of experience in creating art assets for video games from the base concept level, all the way to final rendered in an game engine such as Unity 3D. I am looking for opportunities that challenge him both technically and artistically.

SKILLS & ABILITIES | 3DSMax: 3 years of experience in modeling and basic to advanced texturing and materials. Good understanding of lighting and surfacing.

Photoshop:2 years of experience with photoshop and how to use it to create compelling game assets.

Unity 3D: 1 year of experience learning basic to advanced methods of level design, game scripting and shaders in the program.

Maya 3D: Basic understanding of Maya 3D for 3D Animation and Modeling purposes.

EXPERIENCE | **ENVIRONMENTAL 3D ARTIST STUDENT PROJECT – TAVERN TATICS**

JAN/2014 – AUG/2014

Created 3d and 2d environmental assets for the project.

ENVIRONMENTAL 3D ARTIST STUDENT PROJECT - ELEMENTUM

JAN/2014 – AUG/2014

Created 3d and 2d environmental assets for the project.

EDUCATION | **AUSTIN COMMUNITY COLLEGE, AUSTIN, TX**

ASSOCIATES OF VISUAL ARTS - GAME ART SPECIALIZATION

Learned how to create various 3D assets from concept to final render stage utilizing 3DStudio Max. Learned basic to advanced character animation in Maya 3D. Also became proficient with shader technology and basic level design within Unity 3D. This allowed for understanding of not only how to create assets, but how to create them specifically for engines in an optimal manner.

REFERENCES | **[REFERENCE NAME], [TITLE]**

[COMPANY]

[Contact Information]