

TIM NGUYEN

• <http://www.shadowtangent.com>

1792 Chatham Cir. • Apopka, FL 32703 U.S.A. • 407.454.3996 • 3darttim@gmail.com

CHARACTER ARTIST

PROFILE:

Diligent and passionate about creating artwork with emphasis on high-quality and professionalism. Technically minded in creative design and at hand for troubleshooting suggestions and critical input. Also willing to consider the opinions of others and being a positive influence on group-centric projects.

EMPLOYMENT HISTORY:

INSTITUTION FOR SIMULATION & TRAINING - MIXED EMERGING TECHNOLOGY INTEGRATION LAB (IST - METIL) - Orlando, FL
Contract Artist, 2012 - Present

MICHAEL GLADDEN CHINESE RESTAURANT - Apopka, FL
Cashier, Food Handler, Cleaner, 2005 - 2013

PROFESSIONAL EXPERIENCE:

FREECON 7.0 - FLORIDA STATE UNIVERSITY, Tallahassee, FL
Nana_Project - CG Character Rig (Model/Texture/Rig/Render)
Promotional Material, Participant, 2011

FREECON 8 - FLORIDA STATE UNIVERSITY, Tallahassee, FL
Polly Project - CG Character Rig (Model/Texture/Rig/Render)
Promotional Material, 2012

KNIGHTROKON - UNIVERSITY OF CENTRAL FLORIDA, Orlando, FL
Character Update, Illustration, Program Graphics
Promotional Material, Participant, 2012

FREECON 9 - FLORIDA STATE UNIVERSITY, Tallahassee, FL
Eva Project - Comic Book, Graphics
Promotional Material, Participant, 2013

KNIGHTROKON 2013 - UNIVERSITY OF CENTRAL FLORIDA, Orlando, FL
Character Concepts, Illustration, Program Graphics
Promotional Material, 2013

DRAWING AND ILLUSTRATION:

- Private commissions for various clients

EXHIBITIONS AND SHOWS:

BFA ART EXHIBITION - SPRING 2009
UCF ART GALLERY | VISUAL ARTS BUILDING - Orlando, FL
Participant, 2009

EDUCATION:

UNIVERSITY OF CENTRAL FLORIDA - Orlando, FL. 2004 - 2009

Bachelors of Fine Arts in Animation

May 2009 GPA: 3.761

Minor in Mathematics

May 2009 GPA: 2.789

COMPUTER SKILLS:

- Autodesk 3ds Max
- Autodesk Maya
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premier
- Corel Painter
- Pixologic Zbrush

SKILLS SUMMARY:

- 3-D CGI:
Modeling, Texturing, Rigging, Animating
- 2-D CGI:
Photo-Manipulation, Graphic Design
- Traditional & Digital Medium:
Illustration, Concept, Technical Drawing



ACHIEVEMENTS AND ACCOLADES:

DOTA 2 POLYCOUNT CONTEST
Held by Valve and Polycount for the Steam Workshop
Participant and **1 of 10 Finalists**, 2012

References available upon request.

