

CUONG NGUYEN **Multimedia Designer & 3D Animator**

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TECHNICAL SKILLS

3D Animation, 2D Animation, Illustration, Storyboarding, Storytelling, Graphic Design

SOFTWARE SKILLS

Autodesk Maya, Adobe Illustrator, Adobe After Effects, Slack, Adobe Premiere Pro, Adobe InDesign, Blender, Syncsketch, Basecamp

ESSENTIAL SKILLS

Active Communication, Teamwork, Problem-solving, Solution-oriented, Creativity, Time Management, Critical Thinking, Quick Learner, Leadership

PROFESSIONAL EXPERIENCE

Phonic Bloom | Multimedia Team Lead | August 2024 – December 2024

An interactive Augmented Reality mobile app that interprets the data sculpture in the Woodland Community Library's children's reading room both sonically and visually to a variety of audiences.

- Led four members of the Multimedia Team, focusing on concept design, visual style, branding and marketing materials
- Assigned tasks and managed asset tracking using a customized production sheet
- Worked independently and with the team to meet deadlines and maintain workflow
- Provided initial feedback and ensured the assets met satisfactory standards for quality review

3D Animation Reel | Vertex School 2024

A series of animated works showcasing various techniques, including Animating and Lighting

- Demonstrated proficiency in Maya and Adobe Suite to create polished and professional animations
- Animated combat scenarios, including weapon interactions and character movements, to enhance storytelling and gameplay experiences
- Received constructive feedback from instructors and peers, iterating on designs to improve quality and appeal

2D Animated Poster – Cannes Film Festival | Washington State University of Vancouver

A visually rich one-minute animated poster capturing the spirit of cinema through stylized 2D motion graphics

- Conceptualized and animated a dynamic 2D poster inspired by the Cannes Film Festival, emphasizing visual storytelling and atmosphere
- Illustrated and animated assets using Adobe After Effects and Illustrator, integrating text, movement, and lighting to enhance narrative flow
- Demonstrated a deep understanding of animation principles and their application to mechanical and procedural animation systems

EDUCATION

Bachelor of Arts in Digital Technology & Culture

Washington State University Vancouver | December 2024 | GPA 3.79

Associate of Applied Science in Multimedia

Portland Community College | June 2022 | GPA 3.83

Certificate in Multimedia