

Annielise Nguyen

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Objective: To obtain a career that is challenging and helping strengthen my skillsets

Technical Skills:

- **Software:** 3D Blender, Zbrush, Solidworks, Adobe Photoshop, Adobe Illustrator, Adobe Animation, Adobe Premier, ToonBoom Harmony, Corel Draw, Corel Painter, Paint Tool SAI,
- **Graphics:** Preproduction Concept Art, Environment Concept Design, Storyboarding, Character Design
- **Multimedia:** Pencil Sketches, Oil Pastel on Canvas, Pyrography (Wood Burning), Watercolor, Acrylic, Inking

Soft Skills:

- Fluent in English and Vietnamese
- Outstanding organizing skills within the digital and physical world

Skill Related Experience:

- **Longhorn Locker LLC, 3D Rendering Specialist and Design Engineer (2021)**
 - Head of 3D rendering specialist at Longhorn Lockers LLC
 - Responsible for main product design from sketches to engineering drawing/modeling using Solidworks
 - Using Blender for textures, UV map, and final rendering
 - Manage to work with engineers, salesman, coaches to deliver a complete functional concept locker that fit customer's requirement.
 - Successfully came up with more than 60 customized designs and was able to help the company earned more than 20 different contracts with professional NFL, NBA teams, and State University within the first six months of employment.
- **3D Modeling Freelancer Using Blender 3D Software (2020)**
 - Modeled 3d flatware using Blender 3D Software for Luften Homes
 - Good knowledge of rigging characters and keyframes for animation
 - Strong proficiencies and very interest in setting up lighting and camera movement for rendering scenes
 - Deep understanding of the fundamental of traditional animation and character design for preproduction sketches
 - Excellent communicating and collaboration skills with Directors, Producers, Production Staff and Colleagues
- **Production of a short intergraded 2D & 3D animated film, Bad Magic - Columbia College, Chicago, IL (2014)**
 - Key animator for main 2D character of the 2:30 minute short film
 - Responsible for preproduction concept art, character design, and development process of two main characters
 - Overlook the quality control for all 2D animated shots
 - Collaborate with a team of 20 students and two professors to complete the short-animated film.
- **Graphic Design - Creative Fun Arts & Crafts Studio (2019)**
 - Responsible for brochure design for every painting and pottery program, including idea concepts, photography, and social media
 - Design program flyer for art studio seasonal and holiday events
 - Mastered using an electrical hot-knife tool for shading and finishing the art piece in size 18" x 24"

Management Experience:

- **Manager at Creative Fun Arts and Crafts Studio - Richardson, TX (2017-2020)**
 - Support and maintain 1,000 square foot art and craft studio
 - Schedule, arrange, and instruct art lessons for parties, events, and individuals
 - Manage the studio costing and provide appropriate pricing to customers
 - Retain files and administrative records for various State and Federal organizations

Education:

- Columbia College, Chicago, IL. Bachelor of Arts - Cinema Art & Science: Majored Traditional Animation