

Education

Savannah College of Art & Design

Atlanta, GA

BFA in Animation

September 2020 - March 2024

GPA 3.96 - Dean's List Honor

Summa Cum Laude

Involvement

SIGGRAPH SCAD Student Chapter

Women in Animation

Software

Unreal Engine 5

Perforce P4V

Substance Painter

Substance Designer

Maya | XGen

ZBrush

Houdini

Nuke

Marvelous Designer

Adobe Suite

Google Suite

Procreate

Davinci Resolve

Renderer

Arnold

Renderman

Lumen | Ray Tracing

Technical Skills

Texturing | Look Development

Rendering

Modeling

Lighting | Compositing

Set-dressing

Basic Rigging

Basic Python

Digital Illustration

Languages

Vietnamese (Native)

English (Fluent)

Experiences

Unreal Engine Generalist | PJ Panda Enterprises

December 2024 - Present

- Creating animated music videos and social media content for the Children Music IP "PJ Panda."
- Processing motion capture data from Rokoko in Maya and creating 3D assets as needed.
- Developing Blueprints and Niagara effects for game play functions, Sequencer usage, and set-dressing purpose.
- Setting up animated shots from layout to final output in Sequencer.
- Compositing and edit music videos in DaVinci Resolve.

Mentee | Women in Animation Mentorship Circle

October 2024 - February 2025

Student Volunteer | SIGGRAPH North America 2024

July 27th - August 1st 2024

- Supported the 2024 SIGGRAPH Conference in Denver, CO. Taking on multiple roles and tasks as an in-person student volunteer.

Technical Animation Peer Tutor | SCAD Atlanta

March 2022- March 2023

- Tutoring in the subjects of Modeling, Texturing, Lighting, Rigging in Maya, Substance Painter, and Mudbox.

Projects

3D Artist | Indie Animated Project HEARTH'S DAWN

May 2024 - December 2025

- Modeling, Texturing, and Compositing for a hybrid 2D/3D animated project.
- Developing stylistic textures and render passes in Maya Arnold.
- Conduct compositing tests in DaVinci Resolve.

Co-Director | Capstone Short Film PERSIMMON RED

September 2023 - June 2024

- Modeled and developed PBR materials for environment modular pieces and assets.
- Procedural foliage set-dressing using Procedural Content Generation in Unreal Engine 5.
- Developed vertex-painting shaders for customizable walls and ground.
- Set up animation sequences and cinematic camera animation in Sequencer.
- Debuging technical problems in Unreal Engine 5.

Texturing Lead | SCAD PRO X WWE Sponsored Course

January 2024 - March 2024

- Collaborative project for live television broadcast for the client WWE.
- Led a team of 3 to produce procedural shaders in Substance Designer and Unreal Engine 4 for a real-time virtual set.

Texturing Lead | 3D Short Film THE MENHEIM CLINIC

January 2023 - May 2023

- Led a team of 6 texture artists to produce semi-realism materials for characters and environment using Substance Painter, Substance Designer, and Unreal Engine 5.
- Set up lighting in Unreal Engine 5.

Achievement

The Rookies Award 2024

July 2024

- Rank A, Excellence Award, and Draft Selection for "Rookies of The Year - 3D Animation."
- Excellence Award and Draft Selection for team Submission "Persimmon Red - SCAD Short Film" for "Film of The Year- 3D Animation" category.

80 Level - Digital Content Publisher

April 2024

- Interview Article "Learn How To Create A Cozy Kitchen Scene With Unreal Engine 5 & Maya."

Women In Animation - Greater USA Chapter

March 2024

- Honorable Mention recipient of Women in Animation Scholarship.

Savannah College of Art and Design

March 2022

- "Explorative/Play Award" at SCAD Drawing Works 2022 Exhibition.