HoangNam Nguyen

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SUMMARY

- Objective: Obtain a career in Multimedia Design and Create impactful content that drives business objectives.
- Strengths: Creative thinking, Problem-solving, Quick learner, Collaborative team player, Strong Attention to detail, Adaptability, and Time management.

SKILLS

Concept Art, 3D Character Art, Visual Storytelling, Digital Content Creation, Visual Style Guides, Artistic Direction.

SOFTWARES

After Effect, Cinema 4D, ZBrush, 3D Max, Unreal Engine, Adobe Illustrator, Substance 3D Painter, Premiere Pro, Photoshop, 2D/3D Production Pipelines.

EXPERIENCE

The Visual Brand (TVB)   Westport, CT
Motion Design Intern   May 2024 – August 2024

- Developed engaging social media advertisements leveraging skills in content creation, graphic design and digital marketing strategy to effectively communicate clients' business missions and brand identities.
- Designed and animated intuitive website icons to enhance user navigation and overall site usability, utilizing skills in UI/UX design, motion graphics, and Adobe Creative Suite (Illustrator, After Effects).
- Created dynamic animated logos to strengthen clients' brand identity and visually align with their business objectives, demonstrating expertise in brand development, animation, and visual storytelling.
- Produced educational tutorial videos aimed at improving user efficiency and troubleshooting skills with home appliances, applying competencies in video production and instructional design.
- Collaborated effectively with cross-functional teams in a fast-paced environment to develop creative content and deliver high-quality products utilizing strong communication, problem-solving, and creative thinking skills.

"Phở Real" Virtual Museum Project   Storrs, CT
Concept Artist & Experience Designer   January 2024 – March 2025

- Led the design and development of an interactive, first-person 3D virtual museum experience, showcasing the history and cultural importance of Vietnamese beef noodle soup, Phở.
- Used Unreal Engine to build an engaging, immersive environment where users could explore the museum in their own time and at their own pace, enhancing both interactivity and user connection with the content.
- Created detailed 3D assets and environments in 3ds Max, incorporating authentic textures and cultural elements to bring the museum's three thematic sections to life.
- Designed interactive features and narrative-driven content, using dynamic 3D environments and sound design to tell the story of Phở in a compelling, experiential way.
- Worked closely with developers and sound designers to integrate visuals, animations, and audio for a smooth, cohesive user experience.

EDUCATION

University of Connecticut   Storrs, CT
Bachelor of Fine Art (BFA) Motion Design and Animation.   August 2021 – May 2025
GPA: 3.8/4.0
Dean's list: Fall 2023, Spring 2024, Spring 2025

INTEREST

- *Professional Dancer*: Teaching and competing ballroom dancing as a professional dancer for over 7 years.
- *Photography*: Portrait photography and Photoshop services for friends, family, and special events.