

NGHIA DANG

OBJECTIVE

An animator with 3 years of experience bringing characters and objects to life through animation while continuing to develop my skills in the gaming industry.

SHIPPED TITLES

PAIN on PS3

- Downtown Level- Animated NPC Characters
- Amusement Park Level - Animated NPC Characters
- Movie Lot Level- Animated NPC & Launchable Characters
- Sore Spots Level- Animated NPC & Launchable Characters
- Museum Level- Animated NPC & Launchable Characters

EXPERIENCE

2006-2009 **Idol Minds** Louisville, CO

Character Animator

- Created complex and humorous animation for in-game & launch able characters on PAIN.
- Worked with Lead Designer and Environment Artists to create animations for mechanical objects.
- Trouble shoots technical issue with in-game characters.
- Animated both human and non-humanoid characters.
- Rigged and weighted a character to animate.

SKILLS

Strong computer skills with the abilities to operate the following programs efficiently: Maya, Adobe Photoshop, Microsoft Office, and Perforce.

EDUCATION

2003–2009 Academy of Arts University San Francisco, CA

- Master of Fine Arts in Character Animation
- Pixar 1 Class, spring 2006 - Studied under Pixar Animator Bobby Podesta and Ross Stevenson.

1999-2002 University of Central Florida Orlando, FL

- Bachelor of Arts, Specializing in Computer Animation
- Studied under former Disney Animator Paul Curasi