

Tom Tran

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Job Objective

To gain a position in a movie, game, or animation studio where I am able to utilize my skills effectively, work in a productive environment, develop new skills and grow as an artist.

Qualifications

- Able to create full 3d characters and inorganic objects from concept along with textures and materials.
- Able to give and receive constructive criticism.
- Able to meet deadlines while providing results at the highest quality possible.
- Able to work and communicate well with others.
- Passionate and strive in the face of challenges.

Education

- The Art Institute of California – Orange County
Santa Ana, CA
B.S. in Media Arts and Animation, 2004 – 07
- University of California – Riverside
Riverside, CA
Physics, 2003 -04

Software

- Autodesk 3D Studio Max 9
- Autodesk Maya 8.5
- Pixologic Zbrush 3.0/ Skymatter Mudbox 1.0
- Maxon Bodypaint R3
- Adobe Photoshop CS 3 / After Effects 7.0
- Macromedia Flash 8

Work Experience

- Best Buy, Westminster, CA
Sales Operation, 2004 -05

References

- References available upon request.