

# HAN NGUYEN

## Animator

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📍 Cumming, Georgia 30041

🔗 [Portfolio](#)

Highly self-motivated and professional Animator with two plus years of experience in 2D and 3D animation and three years in digital design. Proficient in ToonBoom Harmony, Maya, Blender, ZBrush, Adobe Creative Suite. Passionate about developing ideas into movies, bringing characters to life and delivering message through heartfelt stories.

### EDUCATION

#### B.A in Digital Arts, Minor in Computer Science

University of North Georgia  
GPA: 3.9/4.0  
01/2021 - 12/2023

### TOOLS

ToonBoom Harmony  
Maya AutoDesk  
ZBrush  
Blender  
Adobe Software  
Figma  
Microsoft Suites

### SKILLS

2D & 3D Animation  
3D Modeling & Rigging  
Character Design  
Storyboarding  
Illustration  
Concept Arts  
Video Editing  
Collaboration  
HTML - CSS - Java

### LEADERSHIP ROLES

**Chess Club President**  
2022 - 2023 / UNG Dahlonega

**Asian Student Association President**  
2021 - 2022 / UNG Dahlonega

### EXPERIENCE

#### Animator / Freelance

2021 - Present

- Wrote, directed, and animated solo animation projects in both 2D and 3D. Responsible for character designs, background, concept arts, ...
- Participated in the production of a short film titled "Night Cat," serving as a key animator. Additionally, contributed to designing backgrounds, concept art, and played a role in post-production activities.
- Designed, 3D modeled, rigged, and animated characters for solo animations using Autodesk Maya and ZBrush

#### Animator/Marketing Lead / University of North Georgia

08/2021 - 05/2023

- Crafted 50+ digital and print materials for a variety of events, such as recreational, social and awareness raising events.
- Produced promotion videos for department's events, improved acknowledgment from students and faculty
- Created, managed, scheduled social media posts, enhanced interaction rate up to 25%
- Collaborated with other student organizations, increased exposure to diverse groups of students

### PROJECTS

#### Night Cat Short Film / Animated Story Telling - UNG

10/2023 - 12/2023

- Responsible of keyframing every shot featuring the main character, Moon Guy, who held 60% of screen time. Contributed to tweening and coloring final frames. Collaborated closely with team members, sharing responsibilities in creating background and concept art.

#### Rice - 3D Animation / Solo Project

11/2023 - 12/2023

- Rice is a solo project about 3D Character. I designed the character in 2D, front view and side view, using Adobe Photoshop. After that, I 3D modeled him in Maya. Also in Maya, I rigged and animated Rice in 5 different emotions/actions.

#### Depression Short Film / Solo Project

11/2022 - 12/2022

- I storyboarded Depression in Adobe Photoshop. I then used ToonBoom Harmony for the animation. Sound mixing was done in Adobe After Effects.