

# 3D ARTIST

## HUY NGUYEN-TAN



Dynamic follower of simple, careful and efficient work, I am looking for project where I will invest in new challenges in the creation of video games.



huynhtan@hotmail.com



www.arakihc.be



www.artstation.com/arakihc

### JOB EXPERIENCE

KT-Racing (Kylotonn) | Paris (France)

3D ENVIRONMENT ARTIST  
2016 - Present

Responsible to create props & helping on various levels (sculpting, placing props and bug fixes) on Tourist Trophy - WRC (6 & 8) - VRally 4.

3D VEHICULE ARTIST  
2017 - 2019

Manage the vehicle setup & integration (+ gauges & hud intern) on the engine and responsible to create & setup the vehicle breakable parts & deformation in-game on VRally 4.

In charge to setup the rally cars and bikes for import on the updated engine (shader & modeling) and texturing the updated livery (2019) on WRC 8 and Tourist Trophy 2.

Black Sheep Studio & Battle Factory | Paris (France)

2D/3D ARTIST  
2012 - 2013

Create various art for the web game MyAgglo promoting ecology at Cergy-Pontoise.

Produce various 3D models (vehicles & characters) on Wars and Battles based on the board games for mobile platform.

Asobo Studio | Bordeaux (France)

3D ENVIRONMENT ARTIST  
2011 - 2012

Create various props on the levels (Ratatouille & Toy Story) for Kinect Rush : A Pixar Disney Adventure.

SoftEdge | Namur (Belgium)

3D ARTIST  
2009 - 2010

Produce 3D creations commissioned by architectures agencies.

BBB Studio | Namur (Belgium)

2D/3D ARTIST  
2008 - 2009

Work on a tower defense project on Playstation Portable using the Fresh 3D engine.

Black Sheep Studio | Paris (France)

2D/3D ARTIST  
2007 - 2008

Internship (UI design, environment, characters) on various project on Nintendo Wii.

### EDUCATION

Albert Jacquard High School  
HEAJ | Namur (Belgium)

2008

Bachelor's degree in Computer Graphics, specialized in Video Games.

### SKILLS

Good knowledge in PBR Texturing, UVs, modeling, image optimisation and quantisation.

Environnement PC, Mobile, Console - Fresh 3D engine, Unreal engine, Unity engine, Construct 2, PlayAll engine.

### SOFTWARES



### SHIPPED TITLES

