Hoang Thomas Vu

Environment Artist | Prop Artist

Info

Name:
Hoang Thomas Vu

Phone:
(760) 547-4467

E-MAIL:
Hoang.v760@gmail.com

Portfolio:
www.hoangvuportfolio.com

Competencies

Expertise in:

- Maya
- Max
- ZBrush
- UDK
- Quixel
- Photoshop
- Unity
- xNormal
- SourceTree
- PerForce
- Keyshot
- Modular Asset
- Texture Sheet
- Substance

Education

Art Institute of San Diego
2012-2014

Bachelor of Science in
Game Art and Design

EXPERIENCE

Jan 2020 - Current

MathWorks
3D Artist

RoadRunner

Continued creating props and textures using Maya, Substance painter and Substance Designer. Used RoadRunner and Maya software to help provide clients real world 3-D roads with openDrive data for simulation.

Nov 2017 - Jan 2020

VectorZero, Inc.
3D Artist

RoadRunner

Created props and textures using Maya, Substance painter and Substance Designer. Used RoadRunner and Maya software to help provide clients real world 3-D roads with openDrive data for simulation.

Dec 2014 - May 2017

MachineZone Inc.
Associate Artist

Created a technical pre-viz of Final Fantasy XV: A New Empire. Created assets such as environments, building upgrades, props, documents for some of the rendering pipeline, and marketing assets for Game of War, Mobile Strike, and Final Fantasy XV: A New Empire.

Untitled - Canceled Project
Created in-game FX and found ways to optimized so the game could run smoothly on lower devices. Created both 3D and 2D assets to run into game engine. Wrote outsourcing feedback. Fixed and adjusted outsorced character models to fit the art direction of the project. Constantly adapting to the project needs art wise.

Apr 2014 - Jul 2014

Appy Entertainment
3D Artist

Untitled - Canceled Project
Created 3D models, environment, textures and FX for the game. Was also tasked to light the environment. Worked closely with programmers to optimize the game. Cleaned up outsource 3D assets.