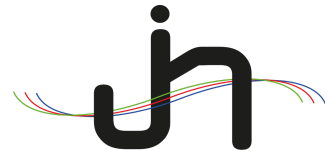


John Ngoc Nguyen

jnoogen.com

JohnNguyenAnimation@gmail.com



Skills and Tools

- Autodesk 3ds Max and Maya
- Unreal 4, Unreal 3, Unity
- Adobe Photoshop, After Effects
- Bilingual- English and Vietnamese

Experience

Airship Syndicate

Austin, TX

Senior Animator Ruined King: A League of Legends Story

December 2019 - Present

- Animate a variety of humanoids, creatures, and environmental props
- Rig, skin, implement 3D props and 2D environmental elements

HiRez Studios

Alpharetta, GA

Lead Animator SMITE

September 2016 - December 2019

- Prepare, schedule, and manage animation assets with various outsourcing partners
- Organize and prioritize animation tasks for 13 animators on bi-weekly patch cycle
- Facilitate near and long term animation deadlines and goals
- Manage animation scope within production scheduling

Senior Animator SMITE

June 2015- September 2016

- Collaborate with design team regarding character kit creation and gameplay presentation
- Mentor new hires and interns

Animator SMITE

June 2012- June 2015

- Animate personality and gameplay animations for new characters and skins
- Animate promotional cinematics animation using in-game assets

Education

Dale Carnegie

July 2019

Leadership Development Program

The Art Institute of Atlanta, Atlanta, GA

October 2009 - December 2012

Bachelor of Fine Arts, Media Arts and Animation