

Nina Huynh

Technical Artist

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SKILLS

- Knowledgeable in using Maya as well as 3DS Max
- Proficient in Maya Embedded Language (Mel Script) – script tools for artists, animators and programmers to efficiently aid in everyday tasks
- Create rigs capable of both mocap and keyframe animation for bipeds and creatures
- Create blendshapes, and rivet joints to blendshapes and cloth/hair dynamics
- Retarget animations from one rig to another using Motion Builder
- Software proficiencies: Perforce, Alienbrain, Photoshop, After Effects, Flash

EXPERIENCE

Double Helix Games

Feb 2007 – Feb 2010

Technical Artist

- Create body and facial rig for actors, including proprietary cloth dynamics and blendshapes
- Script and repurpose tools for animators, artists and programmers in Maya
- Export and implement cinematic sequences from Maya into game levels
- Creating level collision, down-resing of assets, debugging character errors and memory tests

Projects:

- The Golden Compass
- G.I.Joe: Rise of the Cobra
- Front Mission Evolved
- Unannounced and cancelled projects, pitches and demos

Crave Entertainment

Nov 2005 – Feb 2007

Lead Quality Assurance Manager

- Managed the execution of product testing from birth to completion.
- Compiled a large database of game play violations of TRCs/TLCs/LOTs
- Executed principle online and offline tests.

Projects:

- Hard Rock Casino
- Sudokuro
- Purr Pals DS

Logocentric Games

Apr 2005

3D Art & Animation Internship

- Produced 3D models used for in-game and cinematic sequences.
- Lead animator for ending cinematic.
- Created complex rigs for high poly models.

EDUCATION

The Art Institute of California – Orange County

Sept 2005

Bachelor of Science in Media Arts & Animation