

SUMMARY

I'm studying and training to become a 3D artist. I'm proficient in hard-surface modeling, material authoring, texture painting, lighting, and rendering. I also push myself to learn and experiment with new tools and workflows to expand my skill set and range of work. I like to keep up with the new trends, technologies, software and workflows in the game and film industry in my free time.

SKILLS

- **3D MODELING**
| 2 years
 - Control edge flow and topology in subD modeling
 - Model in quads with evenly distributed topology
 - Terminate edge loops using quads
 - Make low/ medium poly models by retopologizing or optimizing the high poly models
- **MATERIAL AUTHORING**
| 2 years
 - Create complex and layered material networks using bitmaps and procedural maps
 - Make materials in both metal-rough and spec-gloss workflows
 - Shoot and tile my own textures

SOFTWARE

Modeling: Blender, 3ds Max
Sculpting: ZBrush
UV & Retopo: 3D Coat
Texturing: Substance Painter

MISC

- I often look at objects around me and analyze their shapes, topology and materials.
- I also look at images on Pinterests for inspiration.
- I enjoy games and movies with a good story.

EDUCATION

- **B.A.S IN DIGITAL ANIMATION & GAME DESIGN (IN PROGRESS)**
Ferris State University | Aug 2015 - May 2019
Bachelor of Applied Science in Digital Animation & Game Design, or DAGD, at Ferris State University in Grand Rapids.
- **GENERAL EDUCATION DUAL ENROLLMENT (IN PROGRESS)**
Grand Rapids Community College | Aug 2015 - May 2019
General courses to satisfy Bachelor degree's Gen-Ed requirements.

WEBSITES

	Portfolio	anphung.net
	Artstation	/anphung
	Facebook	/artofanphung
	Behance	/aphung
	LinkedIn	/phunga
	Sketchfab	/anphung97

REFERENCES

- Kyle Bourcier | Digital Rendering Artist at Dart Frog Creative
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- Marty Lier | DAGD Professor at Ferris State University
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