

Contact Information

Email

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Address

Montréal, Québec

Phone

1+514-576-6332

Skills

- Unreal Engine 4
- Photoshop
- Autodesk Maya
- Zbrush
- Fusion 360
- Quixel Suite 2
- Marmoset Toolbag 3

Languages

Français & English

Peter Binh-Vinh Tran

Lighting Artist | On Artstation & LinkedIn

Experience

- Tuque Games**
Montreal, CA
October-2018
December-2018
 - **Lighting Artist Intern**
 - Responsible for lighting of the project.
 - Worked closely with the Art Director, Tech Director and Art leads to push the lighting and optimization.
- NOWWA**
Remotely
September-2018
Currently
 - **Lighting Artist Freelancer**
 - Responsible for the lighting of the project.
 - Constant communication with the client to raise the quality of the project.
- MrSuicideSheep**
Remotely
November-2018
December-2018
 - **Lighting Artist Freelancer**
 - Responsible for the lighting of the project.
 - Constant communication with the client to raise the quality of the project

Education

- Collège de Bois-de-Boulogne**
Montreal, CA
December-2018
 - **D.E.C in technical 3D animation and CGI**
3D Generalist curriculum (Animation, Rigging, Mocap, Modeling, Texturing, Game Engines, PreRendered, Fine arts, Story boarding)

Projects

Creative Jam 2018 (NAD) - 11th Edition - 3D Artist

Creative Jam 2017 (NAD) - 7th Edition - 3D Artist

Creative Jam 2016 (NAD) - 6th Edition - 3D Artist

About me

- Strong understanding of lighting, post-processing techniques and shaders in game engines.
- Yearn to discover and master new workflows and technologies to stay on top of the game.
- Work and collaborate in a team in an efficient way with respect to evaluate and to push the quality of the final product at its best.
- Have a strong traditional art background and an eye for observations.