



TRA NGUYEN
Lighting Artist

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EXPERIENCES

June 2018 - Present

CG Generalist Artist

Vintata Animation Studios - Ho Chi Minh city, Vietnam

Internal feature projects

FX, Lighting, Rendering & Compositing

Feb 2018 - March 2018

Lighting Artist

Zoic Studios - Culver city CA, US

The Walking Death - Season 6

Lighting & Rendering

Big Bad Cough - Commercial

Shading, Lighting & Rendering

August 2017- Feb 2018

Lighting Artist

CoSA VFX Studios - North Hollywood, CA, US

The Orville - Season 1

Lighting & Rendering

The last ship - Season 5

Animation, Lighting & Rendering

Lethal Weapon - Season 2

Shading & Lighting & Rendering

Agents of S.H.I.E.L.D. - Season 5

Animation, Shading, Lighting & Rendering

June 2017 - August 2017

CG Generalist Artist

Stargate Studios- South Pasadena, CA, US

Downton Abbey Exhibition

Lighting & Rendering

Happy Time Murderer

Texturing, Shading, Lighting & Rendering

June 2016 - June 2017

Leader CG Generalist Artist

Therapy Studios - Los Angeles, CA, US

Houston Methodist

Look & Dev, rendering, compositing

Haagen-Dazs Honey bee

Look & Dev, rendering, tracking, compositing

LG V20 Commerical

Look & Dev, rendering, compositing

LeEco Commerical

Look & Dev, rendering, compositing

July 2015 - August 2015

Lighting Artist

Digital Frontier FX - Los Angeles, CA,

National Gypsum Commercial

Lighting

Lazer Team - feature film

Lighting

EDUCATION

From 2013 to 2015

Master of Art Degree of Visual Effects

Savannah College of Art & Design, Savannah, GA, US

From 2007 to 2010

Bachelor Degree of Multimedia Design

RMIT Vietnam University, Ho Chi Minh City, Vietnam

SKILLS & SOFTWARES

3D & Visual Effects

Maya Redshift
Houdini Vray
Vue Arnold
Mantra Renderman

Digital compositing

Nuke Substain Painter
Syntheyes Combustion
PFTrack Silhouette
Mari After Effect

Others

Dreamweaver
Photoshop
Illustrator
Python, Mel, hscript