



TRẦN GIA HÂN

3D ARTIST

CONTACT INFO

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SKILLS

3D ARTIST:.....

- Use Zbrush, Maya, 3Dsmax for Modeling, UV Wrap
- Use Photoshop, Substance Painter, BodyCoat for Texturing, Handpainting
- Use Blender, Unity, Vray for Rendering

2D ARTIST:.....

- Use Photoshop for Drawing và Design

LANGUAGE:.....

- Good English in Reading, Writing

OTHERS:.....

- Teamwork skills, file arrangement, time division and work.
- High concentration, eager to learn

HOBBIES:.....

- Read books, movies, music, explore the world, play sports

EDUCATION



Digital Works Vietnam | 10/2020 - 04/2022

3D Artist

- Apprentice fulltime Modeling, Texturing. Handpainting, Sculpting, Animation - Use Maya, Photoshop

INDUSTRY WORK EXPERIENCE



Dove Animation | 01/2020 - 10/2020

2D Animation Artist full-time

Drawing motion for anime movies



Design Real | 04/2022 - 01/2023

3D Artist

- 3D Concept Design
- Specialize: 3D Artist (Modeling, Texturing) - Sử dụng Maya, 3Ds Max, Substance Painter,
- Rendering by Blender, Unity, Photoshop,...



IMBA Games | 04/2023 - 11/2023

3D Character Artist

- Build all the characters and environments
- Specialize: 3D Artist (Modeling, Texturing) - Use Maya, Zbrush, Substance Painter, Bodypaint
- Sculpting - highpoly, retopology, UV wrapping và textures handpaint