Teresa Nguyen
Lighting and Look Dev Artist

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🌐 teresawin.art

3D artist with a specialization in lighting and texturing, along with experience with 3D environment/prop modeling. Aiming to work within film or video games.

Experience

Women in Animation Mentorship
Landing Your First Job as a 3D Artist with Sonali Dutta
10/2023 - 02/2024
- **Mentee**
- Working under an industry professional to receive further education on the industry, artistic feedback, and guidance.

Crossing Over
3D animated grad film directed by Gabi Fernandes
11/2021 - 07/2022
- **Roles were Co-Lead Texture Artist, 3D Modeler, and Lighting Artist**
- Worked directly with the Director, Art Director, Technical Director, and Producer.
- Extra responsibilities included texturing under tight deadlines, while providing constructive feedback to a team of 14 texture artists.

Ed's Extradimensional Excursions
3D collaborative film created for XR utilization (SCADPro)
03/2022 - 06/2022
- **Roles were Lead Texture Artist, Lead Layout Artist, Lead Unreal Coordinator**
- Spent 10 weeks managing a team of 16 artists along side other leads creating a short film for XR utilization.
- Responsibilities included environment layout, camera animation, texturing, and rendering.

Awards

Meijer Great Choices Student Film Festival
06/2018
- Animated short 'Follow Your Path' received First Place award in Animation category

Digital Arts Film and Television Michigan Student Film Festival
04/2018
- Animated short 'Sprout' received Best of Show award in Animation category

Education

Academy of Animated Art
Advanced Studies in Lighting
11/2023 - Present
- Online courses with concentration in CG lighting

Savannah College of Art and Design
BFA in Animation
09/2018 - 06/2022
- Concentration in 3D technical animation
- Consistent Achievement of Dean's Honors List with 3.9 cumulative GPA

Software

- Adobe Creative Suite
- Autodesk Maya
- Nuke
- Unreal Engine
- ZBrush
- Substance 3D Painter

Skills

- Lighting
- Compositing
- Hard Surface Modeling
- Texturing