

MONICA NGUYEN

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- Enthusiastic Art + Design graduate working towards improving my interdisciplinary skills and versatile capabilities to apply towards a full time, creative position.

Education

North Carolina State University *December 2017*

Bachelor of Art and Design: New Media and Sequential Imaging
Cumulative GPA: 3.648, Dean's List

Wake Technical Community College *May 2014*

Associate of Art
Cumulative GPA: 3.214

Work Experience & Design Projects

Freelance Projects *July - November 2017*

- Worked as a character artist using Adobe Photoshop and Paint Tool Sai for a small start-up game company.
- Researched and produced book trailers using Adobe Premiere Pro, for a local book publishing company, Pulse LLC.

Australian Safari Illustrator *April - May 2017*

- Worked in a team to produce an interactive learning application that teaches users about Australian animals. Illustrated the African and Australian Lungfish.

Paper Town VR Illustrator & Craft Assistant *February - April 2017*

- Worked in a team to create a visual handcrafted town immersing the user in the space with a 360 degree moving camera and VR headset. Designed buildings and background assets.

Pillbox Unity Applicator & UI Design Assistant *November - December 2016*

- Developed the beta visual application that reminds users to take their pills and rewards them with coupons. Assembled the assets provided by my team members to create a visual interactive application.

Skills

- **Adobe** Photoshop, InDesign, Premiere Pro, Illustrator, After Effects, Media Encoder
- **Autodesk** Sketchbook Pro, Maya
- **Others** Paint Tool Sai, Unity Tech: Fungus, Audacity
- **Analog** Pen and Ink, Watercolor Painting

Showcases & Competitions

Code + Art Student Visualization Contest *April 2017*

- Contestants were invited to create visual and interactive ways to give information. Won 3rd place prize and showcased in North Carolina State University's James B. Hunt Library Student 2017 Showcase.

ACM SIGGRAPH: Immersive Expressions *March 2017*

- Contestants had to create a web-based VR project that 'immerses' users with a virtual reality experience. Paper Town VR was accepted to be showcased in the SIGGRAPH virtual exhibition.

Van's Live Show Competition *November 2016*

- Each hour ten contestants were given a pair of white Van shoes to design and win votes from general customers within the Van's shoe store. Received \$50 Van's gift card for the most votes of my hour session.