

# NICHOLAS NGUYEN

## 3D Artist

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### ***Experience:***

#### **Visteon - Van Buren**

2012 – Present

Design innovative user experience and conceptual UI/UX. Generating intuitive HMI for the HUD, Cluster, and Centerstack for automotive interiors. Architect and build virtual worlds for real world driving simulation. Final presentation to clients such as Ford, Porsche, Chevy, Nissan, Hyundai, and Honda. Projects displayed in CES yearly Tech show.

#### **Project Frigid - Detroit**

2011 – 2012

Prop Master, character modeler, texture artist, and concept artist.

#### **Q Studio - Rochester**

2010

Freelance CG logo design and animation.

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### ***Software:***

- Maya
- Zbrush
- Photoshop
- After Effects
- Santiago X-normals
- Vray
- Substance Painter
- Marmoset Tool Bag 2.0
- Topogun
- Unity Engine
- Crazy Bump
- Nex Tools
- Mari
- Quixel Suite



### ***Education:***

- College for Creative Studies (Graduated 2013)
- BFA in Entertainment Art: **Game Art** with GPA 3.72

### ***Academic Achievements/Awards:***

- College For Creative Studies Scholarship 2009-2013
- Select 50 Oakland County Award 2009
- High School Kendall Art Scholarship Award 2008-2009
- 1st in 2D Artist Waterford Award 2009