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THAI NGO

3d & motion graphics

After completing a BFA program in Computer Animation & Interactive media, and finding experiencing amongst various multimedia agencies - I am currently seeking opportunities for entry level positions in the fields of Motion Graphics, 3D Visualization, and Digital Art.

My goals are to explore and achieve a professional understanding of the world of design, animation, and production - while aspiring to refine and expand my creative experience.

EXPERIENCE

GRETEL

www.gretelny.com
3D & Motion Graphics Internship

Assisted daily with modeling and editing of 3D assets, animation and the design of motion graphics for television ads, print, and broadcast using Cinema 4D, After Effects, and Zbrush.

AUGUST - NOVEMBER 2010

MoTR @ The Lab

www.MoTR.net
3D Apprentice

Worked closely with CGI team and assisted with 3D modeling using Autodesk Maya software. Also tasked in the creation of 3D assets, UV mapping, and Texture mapping.

Also trained and assisted in creative photographic retouching. Skills learned include pathing, brushing, color correction, and minor to major retouching of fashion, editorial, and advertising work.

JUNE - SEPT 2009

Gilmore Media Group

www.gilmoregroup.com
Motion Graphics Internship

Assisted daily with minor and major motion graphics work for clients such as Walgreens, and American Cancer Society. Also assisted on set at film shoots for commercial production.

APRIL - JUNE 2010

BIG SKY EDITORIAL

www.bigskyedit.com
Jr. Visual Effects Artist

Daily tasks involve the assisting of a small visual-effects post production team on television spots, music videos, and working with editors in preparation of shipping finished projects. Projects involve frame by frame tracking, rotoscoping, keying and compositing green-screen footage, time-remapping, general animation, basic visual-effects and motion-graphics.

APRIL - AUGUST 2008

Three One Design

www.31nyc.com
3D & Motion Graphics Internship

Daily tasks include the design and creation of 2D and 3D graphic assets for use in motion graphics and design projects, utilizing Cinema 4D, and After Effects.

APRIL - JUNE 2009

SKILLS

3D & MOTION GRAPHICS

Autodesk Maya
Pixologic ZBrush
Autodesk Softimage | XSI
Maxon Cinema 4D
Adobe After Effects CS4

2D & DESIGN

Adobe Photoshop CS4
Adobe Illustrator CS4
Adobe Dreamweaver CS4
Corel Painter X
Basic HTML

EDUCATION

SUNY Fashion Institute of Technology

BFA Computer Animation & Interactive Media, 2005 - 2007

SUNY Fashion Institute of Technology

AAS Fine-Arts, 2003 - 2005

CUNY New York City College of Technology

Advertising Design & Graphic Arts, 2002 - 2003