



3D : Animation : Illustration : Design

Huy Mai

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Summary

Multi-talented 3D artist who knows how to complete animation projects from concept to launch. This includes proficiency in all stages of the 3D pipeline from modeling to texturing, lighting, animating, and rendering. Other related skills include visual effects compositing, video editing, Flash animation, motion design, graphic design, web design, and Illustrations.

Software Skills

3D Studio Max, Maya, Photoshop, Illustrator, After Effects, Premiere, Flash, and Dreamweaver.

Professional Experience

Freelance Motion/Graphic Designer. Jan. 2010 – present
Houston, TX.

Motion Designer. Sept. 2009 – Jan. 2010
Adcetera. Houston, TX.

- Combined After Effects and illustration skills to expand company's 2D animation services.
- Created commercial motion graphics that matches the company high level standards.

Technical Illustrator/Animator. Sept. 2007 – Sept. 2009
Cameron. Houston, TX.

- Produced animations and trade show graphic in an interdisciplinary environment that included engineers, marketing directors, and salespeople.
- Ensured completion of solo and team projects within deadlines.

Animation Intern. April 2007 – July 2007
Crush Interactive. Houston, TX.

- Created animations in Flash and LightWave.

Education

The Art Institute of Houston.

Bachelor of Fine Arts Degree in Media Arts and Animation, June 2004 - March 2007

The University of Houston.

General Studies, August 2001 – May 2004

Honors

Art Institute of Houston Quarterly Scholarship, recipient for most recognized Media Arts and Animation student for the 2005 summer quarter.

Dean's Honor Roll, Art Institute of Houston. Summer 2004 – Winter 2007 (GPA 3.8/4.0)