

Vuong Thao Nhi Tran

2D Animator

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Animator with experience in 3D and 2D production across short films, games, music videos, and animated series. Passionate about bringing cinematic storytelling to the screen through the magic of animation.

SKILL

Toon Boom Harmony | Adobe Photoshop | Adobe Premiere Pro | Autodesk Maya | Unreal Engine | ZBrush
FX Animation | 2D Animation | Character Animation | Composition | Lighting | Storyboarding | Animation Polish

EXPERIENCE

Storyboard Artist and Animator - Short Film "Shift" 2026

- Worked on 2D FX animations aligned with 3D scenes to support the final cinematic look for a personal animated short film.
- Developed 2D character and creature animations focused on performance, body mechanics, and shot polish.
- Documented production workflows and refined visual designs through notes, weekly feedback and revisions, ensuring the project's consistency and efficiency.

2D Animation Intern - Michael Lynn Animation Studio May - August 2025

- Collaborated with multiple art and design departments, supporting the team from early visual development to production-ready illustration work.
- Created and refined hand-drawn animation sequences while maintaining visual consistency.
- Met weekly production deadlines, contributing to efficient workflow and team collaboration.

Animator and Concept Artist - Sino Studio July 2020 - August 2024

- Produced animation and visual storytelling content for 2 short films, 3 music videos, and 1 series.
- Created storyboards, cinematic sequences, and scene compositions to support narrative development and character performances.
- Worked closely with production teams and the Art Director to refine shot composition and pacing.
- Improved production efficiency by testing and adapting to new animation workflows and tools.

PROJECT

Concept Artist - Survivors Exhibit January - May 2025

- Created concept art for characters, props, and environments for a 3D adventure game project developed by a team of 20 artists, helping define and expand the game world.
- Designed a range of item sets supporting the development of the exploration game feature.
- Collaborated with the Art Director and adjusted to feedback to refine artwork and maintain alignment with the project's visual direction.

Animator and Concept Artist - Learniworld April - October 2024

- Produced highly polished animation and VFX.
- Focused on creating animation that aligned with and enhanced environmental features.
- Designed environment concept art and props for 2 video games.
- Worked closely with the team leads in developing asset lists, ideas and visual goals.

LEADERSHIP

President of the International Student Organization at Ferris State University. 2026

- Led and engaged a diverse group of over 120 students in multiple cultural events and activities, promoting cross-cultural exchange and community connection.

AWARD

Exemplary Student Employee - Ferris State University 2026

Best Animation - Media Festival 2026

EDUCATION

Bachelor of Applied Science in Digital Animation & Game Design, Ferris State University | May 2026

GPA 3.75 | Animation Techniques | Advanced 3D Character Animation