

Vuong Thao Nhi Tran

3D Animator

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Character Animator with a strong passion for bringing cinematic performance to the screen, backed by 7 years of 3D and 2D production experience across short films, games, music videos, and episodic content. Passionate about character and creature animation, with skills in cinematic acting, body mechanics, and storytelling. Experienced in Autodesk Maya, 3ds Max, and Unreal Engine.

SOFTWARE

Autodesk Maya | Unreal Engine | Toon Boom Harmony | ZBrush | Autodesk 3ds Max | Substance Painter

SKILL

Character Animation | Composition | Lighting | Storyboarding | 2D Animation | 3D Modeling | Animation Polish

EXPERIENCE

3D Animator - Short Film "Shift" 2026

- Created 3D characters and assets with hand-painted textures and advanced rigs for a personal 3D short film.
- Developed cinematic character animation focused on performance, body mechanics, and shot polish.
- Documented production workflows and refined animation through weekly feedback and review.

Animation Intern - Michael Lynn Animation Studio May - August 2025

- Collaborated with a team of animators and artists to produce Little Foster, an animated ebook.
- Created polished final animations from storyboard to final polish 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

- Animated content for 6 productions, including 2 short films, 3 music videos, and 1 episodic series.
- Produced storyboards and cinematic sequences for major scenes while developing concept art in collaboration with the Art Director.
- Worked closely with production teams to deliver assets on schedule in fast-paced production pipelines.
- 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.
- Collaborated with the Art Director, adjusted to feedback to refine artwork and maintain alignment with the project's visual direction.

Animator and Concept Artist - Learnworld 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 lead and art director to create a list of props and their designs.

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