

KHOA NGUYEN
Motion Graphics Artist

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OBJECTIVE

To obtain a position where I can utilize my design abilities to create unforgettable graphics for audiences, whether on the web, in print or in motion.

EDUCATION

Expression College for Digital Arts | Emeryville, CA
BAS, Digital Graphic Design
August 2004

PROJECTS

FIFA Women's World Cup Canada 2015 (2015) Broadcast graphic artist | Los Angeles, CA
Viz Graphic Artist; Animated real-time interstitial graphics for daily recap show
And designed and executed virtual and specialty graphics

America's Pregame on FS1 (2014) Broadcast graphic artist | Los Angeles, CA
Viz Graphic Artist; Animated real-time interstitial graphics for daily sports show
And designed and executed on-set screens and specialty graphics

Fox Sports Live (2013) Broadcast graphic artist | Los Angeles, CA
Viz Graphic Artist; Animated real-time interstitial graphics for nightly sports show
And designed and executed touchscreens and specialty graphics

Dr. Seuss' The Lorax (2012) Graphics for theatrical campaign | Universal City, CA
Sr. Graphic Artist; Animated and composited 3D graphics for trailers and TV spots. And designed animated bumpers and 360 stadium graphics

Despicable Me (2011) Graphics for TV spots | Universal City, CA
Sr. Graphic Artist; Designed, animated and composited graphics for TV and internet.

Transformers 2 (2009) Screen UI Design | Los Gatos, CA
Motion Graphics Artist; Fabricated user interfaces and screens for military vehicles and satellites systems for selected scenes, keeping consistency with the previous film

CNET Live Stage at CES (2008 & 2009) Video screens graphics | San Francisco, CA
Sr. Motion Graphics Designer; Created 2D and 3D graphics for video screen wall at the annual Consumer Electronics Show in Las Vegas

Miss Universe 2008 in Vietnam (2008) Logo design | Venice, CA
Motion Graphics Artist; Designed the motion logo for live broadcast of show on NBC.

Call of Duty 4: Modern Warfare (2007) Game trailer graphics | Venice, CA
Motion Graphics Artist; Animated graphics for game trailer

NEXT starring Nicolas Cage (2007) TV spots for theatrical release | Venice, CA
Motion Graphics Designer; Designed and executed 3D graphics for TV spots

EMPLOYMENT

Freelance | Los Angeles, CA: Motion Graphics Artist (03/09 - Present)
Projects consist of all sorts of motion work. Screen UI design, introduction videos for websites, instructional videos, corporate promos and internal videos.

Fox Sports | Los Angeles, CA: Viz Graphic Artist [05/12 - Present]
Design and animate real-time bumpers, lower 3rds, touchscreens, and specialty graphics for NFL on FOX, UFC on FOX, Nascar on FOX, FOX Football Daily, UFC Tonight, FS Live
Converted Cinema 4D and AE projects into Viz, programmed user interface touchscreens.

Universal Pictures | Universal City, CA: Sr. Graphic Artist - Theatrical [05/10 - 03/12]
Design and animate theatrical and home entertainment trailer graphics, other duties includes maintaining and updating software and hardware for the graphics department.

CNET Networks | San Francisco, CA: Sr. Motion Graphics Designer [11/07 - 02/09]
Redesign show intros, in-show graphics, virtual set graphics
Designed and executed video graphics and promos for trade show booth at CES 2008 - 2009
Led the motion graphics design efforts for CNET TV division.

DevaStudios | Venice, CA: Motion Graphics Designer [03/06 - 04/07]
Design and produce 2D and 3D animations for theatrical trailers, corporate logos, dvd release promos, 3D modeling and texturing, and visual effects.

Freelance | San Francisco, Santa Monica, Hollywood, CA: Graphics Designer [12/04 - 02/06]
Projects consist of print and motion work. Flyer designs, DVDs release TV promos, title sequences, broadcast promos, international movie trailer graphics.

SKILLS

VizRT **VizArtist**, Adobe **After Effects**, Photoshop, Illustrator, Premiere Pro
Plug-ins: Trapcode, Video Copilot, Knoll LE, Eye Candy, Sapphire, BCC
Maxon **Cinema 4D** / Familiar with: Autodesk Maya / NextLimit RealFlow
Final Cut Pro, DVD Studio Pro / Avid Media Composer, Elastic Reality
HTML / Flash, Dreamweaver / Retouching

Extensive experience working in MAC and PC environments
Good communications skill, work well in teams and individually; appetite for learning and staying current with the motion design industry.

Fluent in English and Vietnamese

REFERENCE

Available upon request

