



# Hang Hoang

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## Objectives

Demonstrate craftsmanship and develop, analyze, and refine creative concepts from initial idea as thumbnail sketches to final product. Also, utilize basic terminology and concepts in design, scheduling, budgeting, leadership, and project documentation while improving the proficiency of the employability skills to be successful.

## Experience

### **HOUSTON FOOD BANK | 2D ANIMATOR | OCTOBER 2019 TO MARCH 2020 | SCHOOL PROJECT**

- Develop skills in storyboarding and layouts for 15-second animation.
- Create camera and layouts for animation sequences based on storyboard.
- Create background for one scene in the animation sequence.
- Clean up rough animations and paint colors for final product.
- Teamwork to meet tight deadlines, discuss with client to adjust the product.

### **PROVICOM TV | 3D ANIMATOR | JANUARY TO MARCH 2020 | INTERNSHIP**

- Develop skills in using After Effect particle system to create 3D visual effects.
- Edit and composite videos.
- Learn how to create logos and logos concepts for clients.

## Education

### **SEATTLE CENTRAL COMMUNITY COLLEGE | CERTIFICATE IN BUSINESS INFORMATION TECHNOLOGY PROGRAM | MARCH 2013- DECEMBER 2013**

- Major: Business Management
- Related coursework: Hotel and Restaurant Management, Accounting, Finance.

### **THE ART INSTITUTE OF HOUSTON | BACHELOR FINE ART DEGREE| JANUARY 2017-PRESENT | CURRENT GPA: 3.72**

- Major: Animation and Media Arts
- Related coursework: President List, Dean List

## Skills & Abilities

### **TECHNOLOGY SYNOPSIS**

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|--------------------|----------------------|----------------------|------------------|
| • Autodesk 3ds Max | • Toon Boom Harmony  | • Adobe Premiere     | • Microsoft Word |
| • Autodesk Maya    | • Adobe Illustration | • Photoshop          | • Brackets       |
| • Hand-drawing     | • Adobe Animate      | • Adobe After Effect | • PowerPoint     |

### **PERSONAL SKILLS**

- |                     |                        |                       |               |
|---------------------|------------------------|-----------------------|---------------|
| • Technical Writing | • Image Manipulation   | • Editing Techniques  | • Multi-tasks |
| • Sculpturing       | • Verbal Communication | • Texturing/ Lighting | • Teamwork    |