

# ASHLEY NGUYEN

*Technical Artist*

nguyeash@gmail.com

ashnguyenprojects.com

## WORK EXPERIENCE

### CHARACTER TECHNICAL ARTIST | BREAKAWAY

Amazon Game Studios, June 2017 – Present

- Built and maintained character rigs.
- Created scripts to streamline animation work flow and overall pipeline needs.
- Maintained and updated all weapon rigs.
- Worked with the Lumberyard game engine to get rigged assets in game.
- Created cloth simulation for characters using the Lumberyard PRow System.

### CHARACTER RIGGER (FREELANCE) | POTIONOMICS

Voracious Games, February 2017 – April 2017

- Created the facial rig for a game character.
- Added additional controls to the clothes of the character for better articulation and to prevent interpenetration of geometry.
- Rigged up the treasure chest object, adding controls to open and close as well as hooking up attributes for squash and stretch and to expand and retract the fangs.
- Learned about the difference between rigging for a game engine versus rigging for a feature film.

### TECHNICAL ARTIST | DANCER BY THE SEA

University of Washington, September 2015 – September 2016

- Created four character rigs (one human and three otters) for the production.
- Participated in the R&D process when new rigging tools and components were needed.
- Created and maintained all websites for the animation program.
- Taught the Rigging and Scripting teams the in-house rigging system and the basics of Python, focusing on the fundamentals of programming with the goal of automating parts of the production as needed.

### TECHNICAL ASSISTANT | FISH OUT OF WATER

University of Washington, September 2014 – June 2015

- Produced two quadruped rigs (dogs) for the film.
- Co-managed the Rigging, Weight Painting and Scripting teams throughout the 6 month production.

# SKILLS

---

## PROGRAMMING LANGUAGES

Python, Java, C++, MEL, Maya API, PySide

## SOFTWARE

Autodesk Maya, ZBrush, Adobe Creative Suite (Photoshop, After Effects, Premiere), Lumberyard

# EDUCATION

---

## ANIMSCHOOL (SEPTEMBER 2016)

3D Character Program (Character Modeling, Environmental Modeling, Facial Rigging, Rigging Automation)

## UNIVERSITY OF WASHINGTON – SEATTLE, WA (MARCH 2015)

Bachelor of Science in Computer Science

Bachelor of Arts in Business Administration: Operations and Supply Chain Management