



PHAM TRUNG THAO

3D ARTIST / MODELLER

ABOUT

Dear Company/Recruiter,

If you are looking for someone capable of handling various aspects in the 3D field, I am your best choice. With over 5 years of experience in the industry, I am confident in managing most stages of the 3D game development process, including animation, modeling, rigging, and even some effects in Unity Engine. My attention to detail and experience with projects from Casual to Hyper Casual game. Let me bring your idea in to your game.

SPECIALIZED SOFTWARE

Auto Desk Maya
Zbrush
Substance Design
Photoshop
Speed Tree

OTHER SOFTWARE

Blender
3DS Max
Substance Design
Quixel Mixer
Marvelous Designer
Unreal Engine
Unity

CONTACT

E: phamtrungthao1006@gmail.com

WORK EXPERIENCE

GLOBAL WORLDWIDE | 2023-2024

3D Modelling - Textures

FUNNII PTE.LTD | 2021 - 2022

3D Modelling - Textures, Animation, Rigging, Effect

FREELANCER | 2021-2022

3D Modelling - Textures

YEAH1 DIGITAL | 2019-2021

3D Modelling - Textures, Render, Support Lighting

BLOOM VIET NAM | 2017-2019

3D Modelling - Textures

EDUCATION

LEARN 3D MODELLING

3D EFFECT | 2015

VTC Academy | 2016-2018

LEARN RIGGING

CUNG HOC MAYA (Giap Vo's Course) | 2020

LEARN ANIMATION

TAPS ANIMATION | 2021