

# Tuyen Vu

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## Education

**Bachelor of Science Degree in Media Arts and Animation**  
The Art Institute of California-Orange County, Santa Ana, CA  
Date of graduation: June, 2008

## Skills

Autodesk 3ds Max	Adobe Photoshop	Modeling
Autodesk Maya	Adobe After Effects	Texturing
Toon Boom	Adobe Dreamweaver	Compositing
Macromedia Flash	Microsoft Office suite	

## Work Experience

**Insomniac Games Inc.**, Burbank, CA

July 2008 - May 2009

QA Tester:

- Worked closely with other game testers, QA leads and programmers in testing the game Resistance 2 (Playstation 3 console)
- Detected, analyzed, prioritized, reported and debugged bugs individually or with other team members.
- Utilized Devtrack to organize and keep track of bugs.

**Collision Studios**, Venice, CA

April 2007 - June 2007

Intern:

- Modeled and textured some props for the game Jumper (Playstation 2 and Wii consoles).
- Detected, analyzed and reported bugs for Ultimate Duck Hunting (Wii console).
- Captured screenshots of Ultimate Duck Hunting.
- Solid work experience with artists and game developers in production team environment.

**Student Productions**, The Art Institute of California, OC April 2007 - June 2007

- Modeled and textured objects for assigned environments.
- Animated character for assigned projects.
- Edited audio for a project.
- Composited videos.
- Created and animated 3D particles in Autodesk Maya.
- Created basic MEL scripts for quick access to commands in Maya.

## References

Professional References upon Request.