

HANA HOANG



3D Generalist

PROFILE

Based in Southern California, this illustrator and 3D generalist excels in digital painting, lighting, and 3D modeling.

A creative problem-solver and collaborative spirit, poised to bring innovative visual stories to life.

CONTACT

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HOBBIES

Baking (not textures, just bread)

Plein Air painting Dungeons and Dragons Researching Indie Game Lore

SKILLS

Hard Skills

- Prop & Asset Modeling/Texturing
- Lighting
- Hard Surface Modeling
- Environment Creation
- Texturing/Shading
- Look Development
- Rendering
- Compositing

Soft Skills

- Communication/Teamwork
- Listening/Receiving Feedback
- Self-Motivated

FREELANCE EXPERIENCE

- Delivered 3D assets meeting high-quality standards and creative goals.
- Created optimized models for various production needs.
- Collaborated with experienced artists to enhance workflows and skills.
- Skilled in industry-standard 3D modeling and texturing tools.
- Adapted effectively to both team-based and independent work settings.

Software

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|--------------------|---------------------|--------------------|
| -Maya | -Speedtree | -Substance Painter |
| -Unreal Engine | -Zbrush | -DaVinci Resolve |
| -Procreate | -Photoshop | -Vray |
| -Adobe Illustrator | -Marvelous Designer | -Arnold |
| -Adobe Preimer Pro | -Gaea | |
| -Adobe Photoshop | -XGen | |
| -Nuke | -Yeti | |

EDUCATION

Gnomon School of VFX and Animation
Los Angeles, CA
Oct. 2021- Dec. 2024
BFA 3D generalist