

BA LAN VU

650 St-Andre,
Montreal, Quebec
H2L 5B9

(514) 967-3524
vubalan@hotmail.com

OBJECTIVE

I am looking for an entry level position as a Character Modeler. My goal is to work alongside professionals who will improve my artistic skills. I aspire to working on a team involved in the creation of a memorable movie and/or game title.

EDUCATION

2006-2007	Herzing College, (A.E.C) 3D animation for video game	Montreal, Quebec
1999-2004	College Notre-Dame, (D.E.S) High School Diploma	Montreal, Quebec

EXPERIENCE

2007 (4 month internship)	Triotech Amusement, 3d Artist	Montreal, Quebec
	- Participated in the development of an arcade video game	
2006 (3 month school project)	Herzing College, Project Lead	Montreal, Quebec
	- Managed a team in the development of an animated Christmas Card	

TECHNICAL SKILLS

- 3ds Max 8
- Photoshop Cs2
- Adobe Premiere
- Zbrush 2.0

