

VY TRAN

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EXPERIENCE

“Camera Anima” // video game // EXPresso-Mutt Mar 2021 – Present

Character Artist

- Designed characters and costumes with special regard to game’s mystery themes and Victorian fashion.
- Illustrated and animated character sprite art with variants for a full range of emotion.
- Took direction from supervising writer and art director to bring artwork closer to final vision.

Daily Bruin // campus newspaper // UCLA Daily Bruin Nov 2015 – June 2016

Illustration Intern

- Managed time and responsibilities to meet deadlines of 2-5 days’ notice.
- Collaborated with team of illustrators, designers, writers, and editors to create content.
- Received California College Media Award for Best Illustration in Daily Newspaper.

Personal Work // self-employment Aug 2013 – Present

Freelance Artist

- Designed characters and created illustrations for personal use by private individuals.
- Maintained social media presence and online storefront that retained a loyal customer base.
- Streamed my personal art process to a live audience to inform, educate, and entertain viewers.

PROJECTS

“Prince & Knight” // video game thesis Jan 2021 – Sept 2021

Project Lead, Concept Artist, Illustrator, Programmer

- Created engaging story, characters and gameplay for a fantasy based visual novel game.
- Designed and illustrated visual elements, such as character art, backgrounds, and graphic user interface.
- Built demo using Ren’Py to create immersive plot-heavy and investigation-based gameplay.

“Borksmart” // student film Jan 2019 – Dec 2020

Director, Concept Artist, Animator

- Storyboarded, animated, and directed an anecdotal, 2-D animated comedy short film.
- Collaborated with voice talent to write the script and get humorous performances.
- Received the Edie and Lew Wasserman Fellowship endorsed by Casey Wasserman.

“Lucky” // student film Oct 2017 – Jan 2019

Director, Concept Artist, Animator

- Directed, wrote, and storyboarded an original, 2-D animated short film.
- Led a team of animators and clean up artists in the production stage of the film.
- Received a Fellowship Award endorsed by Matt Groening.

PROFICIENCIES

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|------------------------|--------------------|---------------------|
| ▪ Adobe Creative Cloud | ▪ Microsoft Office | ▪ C++ |
| ▪ Clip Studio Paint | ▪ Google+ | ▪ Action Script 5.0 |
| ▪ TVPaint Animation | ▪ Unity | ▪ Ren’Py |
| ▪ Avid Pro Tools | ▪ Unreal Engine 4 | ▪ Python |

EDUCATION

University of California, Los Angeles (UCLA)

Master of Fine Arts (MFA) in Film and Television, Animation Sept 2021

Bachelor of Science (BS) in Applied Mathematics, Minor in Film, Television and Digital Media Sept 2017