



# Michael Tran

## 3D Motion Designer

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 United States, Los Angeles, CA

### PROFESSIONAL SUMMARY

Innovative 3D Motion Designer with over 6 years of experience in creating immersive visual experiences for various media platforms. Expert in Blender, Maya, and Unity, with a passion for crafting compelling 3D animations.

### EXPERIENCE

2020 - Now

#### 3D Motion Designer

Epic Digital Studios

United States, Los Angeles, CA

- Design and animate 3D models and environments for video games and virtual reality applications.
- Collaborate with game developers to create engaging and interactive animations that enhance user experience.
- Create high-quality renderings and animations for promotional materials and trailers.

2018 - 2020

#### 3D Animator

DreamWorks Animation

United States, Glendale, CA

- Developed character animations for feature films, ensuring alignment with storytelling and character development.
- Worked closely with directors and producers to integrate feedback and refine animations.
- Assisted in the development of tools and scripts to improve animation workflow and efficiency.

### EDUCATION

2014 - 2018

#### Bachelor of Arts in Animation and Visual Effects

University of Southern California

United States, Los Angeles, CA

### SKILLS

Expert in 3D modeling and animation (Blender, Maya)



Strong understanding of physics and motion dynamics



Experience with game development engines (Unity, Unreal Engine)



Excellent problem-solving and creative thinking abilities



Strong project management and organizational skills

