

# Vinh Duong

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## Programs

Adobe Photoshop  
Adobe Illustrator  
Adobe After Effects  
Krita

Graphics Gale  
Tiled Map Editor  
Autodesk Maya  
Sculptris 3D Alpha

Audacity Audio Editor  
Microsoft Office  
Windows  
Mac OSX

## Skills

High-Resolution Digital Illustration/Painting  
Low-Resolution Pixel Graphics and Animation  
Intermediate level 3-D Modeling  
Vector Graphic Design  
Audio/Video Editing  
Quality Assurance Testing

## Education

Pennsylvania State University  
Bachelor of Design in Interdisciplinary Digital Studio 2009  
The School of Visual Arts

West York Area High School  
High School Diploma 2004

# Experience

## 2009–2015 – Freelance Game Artist

- **Digby – ongoing**
  - Pixel Animation                      UI Design                      Game Tester
  
- **Megabits**
  - o "**Megabits**" – iOS game – shipped 2015
    - Concept Art                      Pixel Animation                      Promotional Art
    - Map Tile Sets                      UI/UX                      Quality Assurance
    - Graphic Design
  - o Game coverage featured in TEQ magazine January 2015 issue.
  
- **Ludum Dare 31 – shipped 2014**
  - o "**Insecticide**"
    - Concept Art                      Pixel Animation                      Game Design
    - Game Tester
  
- **Pyrodactyl Games**
  - o "**Unrest**" – PC game – shipped 2014
    - Concept Art                      UI Design
  - o "**Will Fight for Food**" – PC game - 2012 (Steam 2015)
    - Concept Art                      Promotional Art                      Level Design
    - UI Design                      Web Graphics                      Digital Illustration
    - Character Animation/Design
  
- **Shark Arm Studios**
  - o "**City of Doom**" – PC game – shipped 2011
    - Game Tester                      Promotional Art
  - o "**MashMan**" – PC game – shipped 2010
    - Map Tile Sets                      Scenario Design

## 2011 – Contractor - The Smithsonian Art Institute Washington DC

- Summer Session Game Design Teacher
  - o Educated children between grades 4-8 on basic game creation in Game Maker.

## 2015 – Freelance Designer

- Logo designs for small companies
- Designed characters for promotional purpose for a theatrical play
- Graphic design for wedding invitations and guest sign-in prints