

ANH HUYNH

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☎ 858.603.0877

Highly motivated artist who transforms ideas into appealing visual stories. Focused on completing projects with accuracy and artistic skill. Capable of breathing life into characters and environments in order to capture the human essence and portray it in otherworldly environments. Adept at bringing visual narratives that captivate audiences through meticulous attention to detail, charismatic characters, and immersive worlds.



PROGRAMS

Adobe After Effects

Adobe Premiere Pro

Adobe Photoshop

Autodesk Maya

Unreal Engine

Blender

TVPaint

Toon Boom Harmony

MAC/PC Systems

Microsoft Applications

SKILLS

Efficient Communication

Effective Collaboration

Ability to Adapt

Ability to Quickly Self Teach/Learn

Receptive

LANGUAGES

English

Vietnamese

EXPERIENCE

In-Game Cinematic (IGC)

October 2023 - Current

- Working on an interactive sequence within a video game allowed me to combine my love for storytelling with my passion for visual art in order to create an immersive, dynamic narrative.
- Pre-vis pushed my creativity and technicality with pre-planning animation in relation to scene composition, training my ability to tell compelling stories within the constraints of a game's environment.
- Challenged me to evoke emotion, properly execute my own vision for the sequence, and create memorable moments that resonate within players in addition to gameplay.

Content Creator

January 2023 - Current

- Garnering an average of 30k views on content posted across all social media platforms (Instagram, Twitter, Youtube, TikTok) with a 3% monthly follower growth, thus strengthening self-brand image.
- Strengthened 4 brand identities and increased revenue through personal brand marketing campaigns that increased CTR and sale
- Understanding current trends and marketing strategies in order to build a relationship with an audience.
- Flexispot and Ryze PR campaigns

Repurposed - Senior Thesis

January 2021 - December 2021

Director

- Constructed various plots and storylines that were constantly re-evaluated to ensure proper cohesiveness and impactful significance on the audience.
- Brainstormed vast options for visual appeal aspects that would benefit the story and further engage viewers with noteworthy visual imagery. Translated conceptualized ideas into visualized worlds through visual development and environment building.
- Created a pipeline spreadsheet in order to accomplish the sequences of the film

Student Short Film Production - California State University, Long Beach

January 2021 - May 2021

Lead Animator

- Spearheaded film production utilizing project timelines, team meetings, scene and pose reviews to ensure proper animation sequencing.
- Led a team of 9 animators by coordinating animation sequences and shot schedules in order to meet demanding deadlines.
- Supported team by assuming multiple roles and completing ad hoc tasks to streamline the work process. These roles include background artist, in-between animator, color and cleanup, and sound composer.

EDUCATION

iAnimate

2022 - Current

Game Workshop Series (GW01, GW02, GW03)

2020 Presidential Honor List

California State University, Long Beach

2017 - 2022

Animation B.F.A.

AWARDS

Palos Verdes Art Center University Scholarship Exhibition

Art Piece Scholarship Recipient

San Diego Museum of Art

Young Arts Exhibitionist

National Society of Collegiate Scholars

Scholarship Recipient