

# Tien Do

VISUAL DEVELOPMENT ARTIST

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bitly.com/TienDo

I am a driven and dedicated teamplayer who is determined to create quality and meaningful art.  
I am eager to look for a role where I can challenge myself and grow as an artist.  
I aspire to use my technical skills, my interpersonal skills, and my organizational skills to assist productions in achieving and surpassing their goals.

## CAREER EXPERIENCE

|   |                                |
|---|--------------------------------|
| <b>TUTTLE TWINS SHOW</b>  | <b>July 2022 - Current</b>     |
| <b>Concept Artist</b>   | <b>May 2023 - Current</b>      |
| Worked with director and art director in conceptualizing ideas for environmental art  |                                |
| Researched and collected references of subjects, including styles and eras  |                                |
| Drew and painted detailed concepts in perspectives  |                                |
| Responded timely and proactively to feedback to ensure deadlines are met  |                                |
| <b>Background Revisionist</b>   | <b>April 2023 - Current</b>    |
| Revised backgrounds, including fixing lighting, correcting perspective, and adding artwork  |                                |
| Made reports presenting high-frequency errors in the background pipeline  |                                |
| <b>Additional Character Designer</b>  | <b>December 2022 - Current</b> |
| Revised character designs and drew characters in different views in correspondence with director’s feedback   |                                |
| <b>Animation Revisionist</b>  | <b>October 2022 - Current</b>  |
| Worked with rigs to revise animated shots according to director’s notes   |                                |
| Animated missing footage and corrected existing footage, including lip-syncing, simple acting, and simple body movement   |                                |
| Troubleshoot problems on Toon Boom Harmony by collaborating with other team members   |                                |
| <b>Character Colorist</b>   | <b>August 2022 - Current</b>   |
| Created color schemes for characters and adjusted final colors for characters   |                                |
| Worked with directors, art directors, producers, production assistants, and character designers in establishing colors for each character   |                                |
| Conducted research work for the color design process  |                                |
| <b>2D Artist</b>  | <b>July 2022 - August 2022</b> |
| Set up nodeviews, drew and colored characters on Toon Boom Harmony  |                                |
| Assisted with marketing content, including making edits to typefaces, design arrangements, and conversation bubbles according to the marketing director’s notes   |                                |
| <b>LANGUAGELINE SOLUTIONS</b>   | <b>March 2022 - Nov 2022</b>   |
| <b>Vietnamese Interpreter</b>   |                                |
| Participated in online video, and audio training sessions   |                                |
| Delivered interpretation services via video and expediently typed data on a company-provided device, such as a laptop, in order to perform the essential functions of the job                                 |                                |
| Rendered correct concepts and meanings according to the conventions of established interpretation protocol, avoiding omissions or additions   |                                |
| Maintained a professional demeanor throughout the video and audio interpreting sessions at all times  |                                |
| Remained calm during video and audio interpreting sessions in the event that one of the primary speakers is incoherent or upset, especially in emergency situations such as 911 calls.                        |                                |
| Maintained punctuality and availability during scheduled work hours   |                                |
| Followed client instructions, in compliance with protocol to ensure client expectations are met with the Limited English-speaking Person (LEP), avoiding interaction with the LEP without client's permission |                                |
| <b>SCADPRO - SPONSORED COURSE</b>   | <b>March 2020 - May 2020</b>   |
| <b>Visual Development Artist</b>  |                                |
| <b>Sesame Workshop</b>  |                                |
| Worked under the guidance of Sesame Workshop to assist in the development of concepts, artwork, and designs for potential original short videos   |                                |
| <b>GLASS EGG DIGITAL MEDIA, HCM City, Vietnam</b>   | <b>December 2018</b>           |
| <b>Animation Intern</b>   |                                |
| Attended meetings and gave ideas when necessary   |                                |
| Experienced and learned from the 3D game animation pipeline   |                                |

## EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN (SCAD) , Atlanta, GA  
B.F.A. Animation, November 2020                      GPA: 3.68

## SKILLS

| Traditional | Industry           | Digital             | Languages  |
|-------------|--------------------|---------------------|------------|
| Watercolor  | Visual Development | Adobe Photoshop     | English    |
| Gouache     | Graphic Design     | Adobe After Effects | Vietnamese |
| Charcoal    | Perspective        | Autodesk Maya       |            |
| Graphite    | Color Theory       | Blender             |            |
|             | Collaboration      | Unreal Engine       |            |
|             | Animation          |                     |            |