

Nino THEPHAVONG

Senior Character Technical Director

Rigging / Modeling / Cloth / Hair / Scripting

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www.nino3d.com

Employment History

Plastic Wax Animation

ww.plasticwax.com
Contract (June 2008 to May 2009)

Plastic Wax is a leading digital design, 3D art, animation and production studio specialising in the creation of premium digital entertainment, 3D art and animation for the global video games industry. I was employed at Plastic Wax contractually on a project by project basis, primarily as a Rigger and Cloth / Hair Technician. Although my role did extend out to Modeling and Scripting when needed. I was fortunate enough to work on such prestigious brand franchises such as *Star Wars*, *Warhammer 40K* and *Transformers*.

- Cinematic Pitch for *LucasArts* for the Sequel to **Star Wars: The Force Unleashed**
Facial Rigging & Morphs, Cloth Setups & Sims
- Cinematic for THQ **Warhammer 40,000: Space Marine**
Rigging, Facial Rigging & Morphs, Cloth Setup & Sims
- Cinematic & TVC for Atari **Ghostbusters** – Simultaneous Worldwide release
Rigging, Facial Rigging & Morphs
- Cinematic for Atari **The Chronicles of Riddick: Assault on Dark Athena** – Cancelled Project
Rigging, Facial Rigging & Morphs
- Cinematic for Activision **Transformers: Revenge of the Fallen**
Rigging, Facial Rigging, Weapons Rigging, Transformation Animation
- Cinematic for FuzzyEyes **Edge of Twilight** MMO – First shown at the Tokyo Game Show
Rigging, Cloth Setups & Sims, Hair Setup, Modeling Props
- Cinematic for Disney [**Unannounced Video Game Title**] – AAA game is yet Unannounced
Rigging, Facial Rigging & Morphs, Cloth Setup & Sims, Hair Setup & Sims, Muscle Setups, Scripting
- Cinematic for THQ **Warhammer 40,000: Dawn of War II** – Awarded **AEAF 2008** Award
Rigging, Facial Rigging & Morphs

Mighty Nice

www.mightynice.com.au
Freelance (November 2008 to March 2009)

Mighty Nice is a new Sydney-based animation studio co-founded by *Nexus Productions* in London. Employed primarily as Lighter and Rigger, my responsibilities included but was not limited to, lighting and shading sets and scenes, problem solve technical issues in rendering.

- TVC & Print Ads for **Rabobank Australia** *RaboPlus RaboMan* Campaign
Lighting, Shading, Rendering, Particle Effects
- TVC for **SBS Station** 2009 Indents
Lighting, Shading, Rendering, Rigging, Scripting
- TVC for **Coca Cola Avatar** – Shown at Super Bowl XLIII
Rigging, Facial Rigging & Morphs, Modeling

Nino THEPHA VONG - Senior 3D Character Technical Director

Westfield Limited

www.westfield.com

Contract (June 2007 to June 2008)

The *Westfield Group* is the largest retail property group in the world. Operating on a global platform, Westfield Enterprise's information scope is across all global markets including NZ, UK & US.

- Employed as **Programmer/Developer** to develop and launch their reporting **Website** for their global intranet.

Catastrophic FX

www.catastrophicfx.com

Freelance (July 2007)

- TVC for **Beijing 2008 Olympic Games**
Rigging

ECI Group

www.ecigroup.com

Freelance (June 2007)

- Animations for **Red Cliffs** Gaming Machine
Rigging, Facial Rigging & Morphs

monkeylab

(Now Defunct)

Freelance (December 2006 to April 2007)

monkeylab was a design driven animation studio base in Newtown, Sydney. I was brought on board as a rigger to work on *Coca Cola's* TVC or their *Endless Summer* marketing campaign. My roles and duties included: rigging characters with body and facial controls using a custom stretchy-squashy rig. Populate, texture, re-lighting various scenes. Rig, animate, and populate various plants in the environment. I later on, coded various maxscripts to expediate production.

- TVC for **Coca Cola** *Endless Summer* Campaign
Rigging, Facial Rigging & Morphs, Modeling, Lighting, Shading, Texturing, Scripting

ProMotion Studios

www.promotionstudios.com

Contract / Permanent (June 2006 to February 2007)

ProMotion Studios is a 3d art house specialising in the design, illustration and animation of characters. I was initially employed as Rigger and Generalist to create a custom muscle rig and facial setup for two major characters for the *2006 Asian Games* in Doha, Qatar. The characters were for the opening and closing ceremony events displayed on stadium-size wide displays.

- TVC for **Beconase** *Becky* Anti-Histamine Spray Campaign
Rigging, Facial Rigging & Morphs, Hair Setups & Sims, Particle Effects
- Special Event **Doha 2006 Asian Games** Opening Ceremony
Rigging, Facial Rigging & Morphs, Hair Setups & Sims, Muscle Setups, Particle Effects
- Special Event **Doha 2006 Asian Games** Closing Ceremony
Rigging, Facial Rigging & Morphs, Hair Setups & Sims, Muscle Setups

ING Bank (Australia) Ltd

www.ingdirect.com.au

Permanent (June 2001 to June 2006)

ING Bank is Australia's leading savings and retail mortgage bank. Initially part of the company's Data Warehouse team, and then seize opportunities in the Business Intelligence team, responsible for all business reporting, as well as financial; marketing, production reports, surveys, analysis, and data extraction.

- Employed as a **Programmer**, Data Warehouse **Developer**, Information **Analyst**, Data Analyst.

Tertiary Education & Training

Bachelor of Science (majoring in **Computing**)

University of Western Sydney, Macarthur

Graduated 2001

3D Animator / Artist Course

MAD Academy

Graduated 2006