



Minh Nguyen Ba

3d Generalist, Asset, Texturing, Surfacing, Lighting

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I am a London based senior 3D Generalist, with a focus on photoreal asset creation, including modeling, sculpting, photogrammetry, texturing, and surfacing. I have senior vfx industry experience in films, episodic and commercials, in various artists roles as well as lead and supervision roles.

Skills

Modeling

Texturing

Surfacing

Lighting

On Set VFX Supervision /Photography

Software

Maya, Houdini, 3Ds Max, Zbrush

Unreal Engine 5

Arnold, Karma, V-ray

Mari, Substance

Nuke, Adobe CS

Education

Masters Degree in Graphic Design

ESDI Creapole - Paris

Recent Work history

Modeling Lead - WPP Productions

Surfacing/Lighting Senior Artist - Blink Industries

Lookdev/Lighting Artist - RealtimeUK - London, United Kingdom

Surfacing/Texturing Artist - Jellyfish Pictures— London, United Kingdom

3D Generalist/Lookdev artist - Dupe VFX— London, United Kingdom

3D Generalist - Taylor James— London, United Kingdom

3D Generalist - Technicolor — London, United Kingdom

3D Generalist - Hooper — London, United Kingdom

Lighting/Lookdev TD - Nvizi — London, United Kingdom

Lighting TD - The Moving Picture Company — London, United Kingdom

Lighting TD - Image Engine — Vancouver, British Columbia, Canada

Lighting TD - Cinesite — London, United Kingdom

Head of 3D - Absolute Post — New York, NY, USA

CG Lead - Absolute Post — London, United Kingdom

3D Generalist - The Moving Picture Company — London, United Kingdom