

Son Thai Ho Animator

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Online demo reel:
http://www.tysonho.com/movies/reel_082208a.mov
Demo reel shotlist:
<http://www.tysonho.com/images/shotlist.pdf>

Objective	Create outstanding works of computer art and animation with a distinctive style in a prompt and professional manner		
Work experience	10/2005 – 5/2007	Archimage	Houston, TX
	3D Animator		
	<ul style="list-style-type: none">▪ Animated several main characters for movie-quality cinematic cut-scenes for the game “Escape from Diab” http://www.escapefromdiab.com/▪ Contributed to modeling, rigging, and texturing of game assets to the games “Escape from Diab” and “Nanoswarm” using the Torque 3D engine		
	6/2007 – Present	DiCentral	Houston, TX
	Marketing Manager/Graphic Designer		
<ul style="list-style-type: none">▪ Supervised 2 teams, one local and one offshore, to create graphics and design campaigns with a captivating and professional aesthetic			
Work experience	3/2005 – 3/2006	Dark Visionary LLC	Long Beach, CA
	Lead Character Artist/Animator		
	<ul style="list-style-type: none">▪ Provided concept art and animation/game assets for “Rockers” game demo using the Torque 2D engine▪ Designed characters, uniforms, weapons, and screens		
	3/2005	Wacky Scenes Animation	West Hollywood, CA
	Freelance 3D Artist		
<ul style="list-style-type: none">▪ Modeled, textured, rigged, and animated characters from provided spec sheets and storyboards for a CG demo			
Education	2002 - 2004	Academy of Art University	San Francisco, CA
	Bachelors of Fine Arts in Computer Arts and Animation		
	<ul style="list-style-type: none">▪ President’s List 2002-2003▪ Trained and gained proficiency in Alias Maya 7.0		
Education	1998 - 2002	University of Missouri	Columbia, MO
	Bachelors of Fine Arts in Illustration		
	<ul style="list-style-type: none">▪ Honor Roll 2001-2002▪ Missouri Bright Flight Scholar		
Computer Graphics Skills	Animation, Low-Poly Modeling, Rigging/Weight-Painting, Basic Texturing		
Fine Art Skills	Illustration, Sequential Art, Storyboarding, Film Editing, and Traditional Animation		
Software Packages	Autodesk Maya 2008, Autodesk 3D Studio Max 2009, Adobe Photoshop, After Effects, Premiere, InDesign, Illustrator, Encore, Dreamweaver, and Flash		