

# Vincent Tang

Email: [thevincenttang@gmail.com](mailto:thevincenttang@gmail.com) Website: <http://www.vincenttang.com>

- Objective** *To utilize my digital design skills through helping the production of new and innovative sources that are both highly entertaining and educational*
- Education** **University of Georgia**, Athens, Georgia May 2003 **GPA: 3.5**  
Major: **BFA** in Digital Media/Computer Animation, Interdisciplinary Studies (IDS)  
HOPE Scholarship; Dean's List; UGA Kung Fu Club (Athens branch of the Chinese Shaolin Center in Atlanta - Shaolin Do Kung Fu); Delta Epsilon Iota Academic Honor Society member
- Software/Tools** After Effects, Illustrator, Photoshop, 3DS Max, LightWave, Maya, FilmBox, Flash, Vicon Workstation, MS Word, PowerPoint, charcoal, clay, paints, pencils, inks
- Projects**
- Black & Decker Tide Buzz**: Commercial project headed by UGA professor Mike Hussey and Visual FX artist Chris Wells of [hy\*drau\*ix] (Hydraulic) Studio, Fall 2004–Spring 2005  
**Motion Capture Director and Editor**
- Team Lead
  - Choreographed, captured, edited and exported and imported motion data onto 3D model
- Using Motion Capture Data in LightWave**: Tutorial published in *3D World Magazine* (Issue #48), February 2004 (UK) March 2004 (US)  
**Co-author**
- Lead writer and motion capture artist for original tutorial
  - Directed, choreographed, captured and edited motion data, 3D modeling, animating, rigging, weight mapping, compositing, rendering
- Motion Capture and LightWave**: Senior thesis/tutorial on how to capture multiple characters in the performance area, May 2003  
**Writer, Animator, Director**
- Directed, choreographed, captured and edited multiple talents' performances, 3D modeling, animating, rigging, weight mapping, compositing, rendering
- Dream Warrior**: Interactive computer game project headed by Dr. Allen Partridge, Spring 2003  
**Sound Engineer and Concept Artist**
- Created and edited sound effects and voice talents
  - Developed concept characters
  - The game was submitted in the *IGF* 6<sup>th</sup> Annual Independent Games Festival for students.
- Exhibitions**
- Digme Digme: Prototypes III**, *BFA Digital Media exit show*, Lamar Dodd School of Art, May 2003
- Mostra: Dragon**, *Exit show by Students and Professors in the UGA Studies Abroad Program*, Cortona, Italy, July 2001 (Exhibit was also later revealed at the Lamar Dodd School of Art, February, 2002)
- Habitat for Humanity Art Auction: Panda and Carracci**, *Exhibited traditional and digital artwork*, Nuci's Space, Fall 2001
- Work Experience**
- MindShare Interaction**, New York, New York, January 2008 – Present; Adserving Coordinator – Ad trafficking, assist with implementation, troubleshooting and quality assurance of ad campaign with Sr. Adserving Coordinator, media planners and creative agencies, manage the scheduling, production and implementation of online advertising campaigns, coordinate the rotation of ads, deliver banners with rotation updates to sites, delivery follow-up by channeling site questions to the appropriate people within the agency, thorough communication of advertising instructions between the Agency and websites, follow-up with respected Sr. Adserving Coordinator, creative agencies and Media in regards to posting and rotation status, both before and after campaign is live
- Intellectual Property Demonstratives (IPDemons)**, New York, New York, February 2007 – June 2007 (Freelance); Graphic Artist – Created 2D and 3D graphics for high-profile lawsuits, designed, illustrated, modeled, animated and edited material for video demonstratives and presentations, adjusted and cleaned up scanned images for presentations, researched patents and expert reports

**Raw Media Network**, New York, New York, January 2007 – February 2007 (Internship); Graphic Artist – Designed graphics and literature for commercial projects and marketing presentations for the graphics/animation department, researched material for documentaries and organizing video library of company portfolio for editing department

**5 Elements Properties**, Jacksonville, Florida, November 2006 – January 2007 (Freelance); Web Designer – Responsible for conceptual and visual development and final execution of design direction for [www.5elementsproperties.com](http://www.5elementsproperties.com)

**Wong's Palace Restaurant**, Waycross, Georgia, June 1989 – October 2006 (Part-Time and Summers); Assistant Manager – Supervised, scheduled, trained and motivated staff

**The Container Store**, Atlanta, Georgia, May 2006 – September 2006, Visual Sales Personnel – Truck crew, merchandised products, maintain store, assisted customers' needs

**Warner Bros. Pictures: *We Are Marshall***, Atlanta, Georgia, June 2006, Production Assistant, Locations Department – Maintained set

**Health Tech/Tech International**, Alpharetta, Georgia, June 2004 – April 2006, Packaging Director and Lead Customer Service Rep. – Oversaw the product packaging department, lead representative in customer support