

VALERY B TRAN

3D ARTIST – DIGITAL MODELER

Cell Phone: (***)
Website :valbeart.com
LinkedIn:[Linkedin.com/in/valeryb13102/](https://www.linkedin.com/in/valeryb13102/)
Email: valeryb0102@gmail.com
Location: Los Angeles, CA

PROFILE

- 3D artist focused on high-quality digital modeling and texturing across the full pipeline, from concept to final rendered scenes.
- Experienced in building accurate, production-ready 3D models using Maya, ZBrush, and Substance 3D, with a strong interest in character modeling, anatomy studies, stylized realism, and hard-surface design.
- Passionate about interpreting real-world reference, capturing material detail, and collaborating with designers and artists to deliver clean, performant assets for Unreal Engine–based experiences.

SKILLS

Real-Time Visualization

- **Unreal Engine**: Setting up levels to generate images and videos in real time
- Prototyping design iterations and gameplay experiences in Blueprints (cinematic rendering, AI behavior, Niagara, etc.).

3D Digital Modeling & Texturing

- **Maya**: Creating 3D models with clean topology, UV unwrapping.
- **Zbrush**: Sculpting high-resolution concepts and displacement details.
- **Substance 3D Painter/Designer**: Designing PBR materials, realistic and stylized finishes.

2D Design & Visualization

- **Procreate/Photoshop/Illustrator**: Concept design and presentation renders.

EXPERIENCE

- 2023 – Present **Otis College of Art and Design**
Office/Classroom Assistant
- Support instructors and staff by preparing art materials, classroom setups, and equipment for courses and events, ensuring a smooth creative workflow.
 - Guide and mentor ages 5-14 in the Summer Youth Camp art program.
 - Guide and mentor sophomore students with 3D modeling and texturing workflows with Zbrush, Maya, and Unreal Engine.

EDUCATION

- 2020 – 2023 **Fullerton College**
GPA: 4.0
- Associate Degree in Arts – Graphic Design
 - Associate Degree in Arts – Studio Arts
 - Associate Degree in Arts – Arts
 - Associate Degree in Arts – IDS: Arts & Human Expression
- 2023 – 2026 **Otis College of Art and Design**
GPA: 3.96
- Bachelor of Arts – Game and Entertainment Design.
 - Minor Degree – Graphic Design.

HONORS AND RECOGNITION

- Fall 2025 **Otis College of Art and Design**
- Excellence in Capstone Exhibition – Graduation capstone paper and game project ‘The Connection Between Art, Art Therapy, and the Human Brain,’ selected as one of the top projects by the Liberal Arts and Sciences Department, 2025.
 - Dean’s List Honoree