

Dennis Vo

Philadelphia, PA | vothienbinhedu@gmail.com | [Portfolio](#) | [Artstation](#) | [Demoreel](#)

EDUCATION

Drexel University

Bachelor of Science in Animation & VFX

Philadelphia, PA

Expected Graduation: Jun 2027

SKILLS

3D Software: Autodesk Maya, ZBrush, 3D Substance Painter, Houdini, Redshift, Arnold

Editing: Premiere Pro, After Effects, Nuke, Photoshop, Illustrator

Communication: Email (Outlook/Gmail), Discord, Zoom

Management: Google Calendar, Note-taking, Meeting Scheduling

EXPERIENCES

Screen Designer | VSA Culture Show | Philadelphia, PA Feb 2023 – Mar 2023

- Designed and animated visual elements using Maya and Adobe Premiere for live show displays, contributing to the visual storytelling
- Coordinated with a creative team through Zoom and Discord to refine animations and visual designs, meeting tight deadlines for a live performance
- Managed screenplays during the show at Suzanne Roberts Theatre

Graphic Designer | One Million Lives Organization | Ho Chi Minh, Vietnam Jun 2020 – May 2021

- Created graphic media with Adobe Photoshop, enhancing visual appeal and storytelling in alignment with organization specifications
- Collaborated remotely through Zoom with a public relations team to design visuals, demonstrating adaptability in cross-functional teams

PROJECTS

The Apology Exhibition | Hosted in Nest by AIA | Ho Chi Minh, Vietnam Feb 2022

- Organized an exhibition focused on elephant conservation
- Displayed 20 crayon drawings about elephant poaching, painted by children at the Tao Dan Shelter
- Raised 380 USD for the Tao Dan Shelter

The Calling Exhibition | Hosted in WEGO Studio | Ho Chi Minh, Vietnam Oct 2022

- Organized an exhibition addressing aquatic environment conservation
- Conducted a one-month preparation period to raise ideas and create models
- Displayed 6 models made of plastic waste in the shape of aquatic animals

AWARDS

- **Westphal Portfolio Scholarship** | June 2023
- **Dean's Scholarship** | June 2023
- **Drexel Dean's List** | Summer & Fall Quarter 25-26

RELEVANT COURSEWORK

- Computer Graphics Imagery II, Animation II, Procedural Animation
- Rigging I, Scripting for Animation & VFX
- Previsualization for Animation, Professional Practices for ANFX