

# Uyen Dang

(305) 813-4427 • [pudang403@gmail.com](mailto:pudang403@gmail.com) • [www.linkedin.com/in/uyendang3](http://www.linkedin.com/in/uyendang3) • [uyen3d.net](http://uyen3d.net)

## EDUCATION

### University of Miami, College of Arts and Science

Miami, Florida

*Bachelor of Science in Computer Science*, Minors: Mathematics, Game Design, Creative Writing.

May 2025

GPA: 3.928, **Honors:** President's Honor Roll, Provost's Honor Roll.

**Relevant coursework:** Game Programming, Machine Learning, Software Engineering, Computer Graphics, Front-End Fundamentals.

## TECHNICAL SKILLS

**Programming Languages:** Python, Java, C#, C++, Visual Scripting.

**Game Development:** Unity, Unreal Engine, PlasticSCM, Visual Studio, Visual Studio Code.

**Asset Development:** Maya, ZBrush, Blender, Nomad Sculpt, USD Composer, PlantFactory, Substance Painter, Substance Designer.

**Visual Development:** Adobe Photoshop, Procreate, Paint Tool SAI, Clip Studio Paint.

## WORK EXPERIENCE

### 3D Artist, VESL Lab at School of Communication, University of Miami

January 2025 - May 2025

- Developed 3D assets for various projects using industry-standard 3D asset modeling softwares such as Maya and PlantFactory.
- Applied technical skills in 3D modeling and texturing to enhance visual quality of virtual environments for research, providing high-quality 3D assets for XR showcases.

### XR Developer, RAD Lab at School of Architecture, University of Miami

October 2024 - March 2025

- Implemented realistic water simulations for a seawall project surrounding an island near the Venetian Causeway in Miami, enhancing architectural visualization.
- Collaborated with faculty to ensure XR simulations aligned with educational goals while providing technical support for users.

### XR Developer, VESL Lab at School of Communication, University of Miami

February 2023 - December 2023

- Designed and developed immersive VR environments with physics-based interactions to enhance user experience.
- Assisted with equipment management for HTC Vive headsets and ensured project core functions integrated properly with VR hardware.

### Teaching Assistant, University of Miami Department of Computer Science - Miami, FL

January 2023 - May 2023

- Provided technical support and troubleshooting for a Python programming class of 80+ students.
- Conducted regular office hours to assist students with software issues, developing strong communication skills.

### XR Developer/3D Artist - Consultant

September 2019 - Present

- Developed personal XR projects and custom 3D assets using Unity, Unreal Engine, and industry-standard modeling tools, expanding portfolio with self-directed work that showcases technical expertise and creative vision.
- Designed and implemented interactive environments and detailed 3D models for personal showcase projects, demonstrating proficiency in asset optimization, environmental design, and interactive functionality.

## LEADERSHIP AND PROFESSIONAL DEVELOPMENT

### CodePath, Intermediate Technical Interview Prep: *Student*

February 2025 - April 2025

- Mastered advanced data structure implementations and algorithmic problem-solving techniques used by leading tech companies.
- Completed weekly technical assessments to build competency in common interview algorithms and problem-solving approaches.

### Google Developer Student Club, University of Miami: *Media Marketing Designer*

September 2022 - May 2023

- Created promotional materials and user interface designs using Adobe Creative Cloud.
- Led the redesign of the club's digital presence, creating compelling visual assets that significantly enhanced member engagement.

### Information Technology Innovate, University of Miami: *Developer Apprentice*

September 2022 - December 2022

- Finished Unity Pathways coursework to develop 3D and 2D game projects in C#.
- Utilized the Scrum Methodology through daily Scrum calls to keep track of individual progress.

## HIGHLIGHTED PROJECTS

### Japanese Home Interior

December 2024 - January 2025

- Designed 3D fantasy Japanese interior in Blender and USD Composer, blending traditional aesthetics with fantasy elements.
- Curated assets from NVIDIA and Sketchfab libraries to create an authentic atmosphere through natural materials and carefully designed lighting with optimized spatial flow.

### RoboCanes Lab Digital Twin

January 2024 - December 2024

- Innovated the use of photogrammetry to create precise digital replicas as modeling references, eliminating the need for manual measurements and significantly improving workflow efficiency.
- Utilized USD Composer to achieve high fidelity and interactivity compatible with the simulation software Isaac Sim.

## SKILLS AND ACTIVITIES

**Languages:** Vietnamese (Native), English (Excellent).

**Interests:** Digital illustration, graphic design, 3D modeling and animation, video game development, XR development, guitar, music production, linguistics.