

# TUOCKHANH THOMAS LUONG

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## EDUCATION

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### The University of Texas at Austin

Bachelor of Science in Arts and Entertainment Technologies  
UTLA Semester In Los Angeles

May 2026  
Summer 2025

## CREATIVE EXPERIENCE

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### Audio Pixel Collider

August 2024 - November 2025

#### *Lighting Designer, Production Assistant*

- Collaborated with a team of 80+ assistants, composers, VJ, and lighting designers to create a unique EDM concert fitted with 30+ lighting fixtures, lasers, and projection lighting.
- Provided on-site technical support to 20+ performers, assisting with stage setup and ensuring their technical needs were met for seamless performance.
- Operated and designed a lighting show for an EDM song, matching the music with lighting cues.

### AET Showcase

January 2025 - June 2025

#### *Lighting Designer, 3D Environmental Artist, Production Assistant*

- Assisted in planning and running a live event with 200+ audience members and live event performers to best showcase their projects.
- Showcased a minute-long video of my lighting and laser design on the side of a building.
- Designed and replicated the UT tower and 40 Acres in a stylized Tron-like 3D environment for the Department of Fine Arts.

### Gamma Beta Organization

July 2024 - Present

#### *Graphic Designer and Producer - Vice President of Services*

- Cultivated an organization that promotes community and Asian culture.
- Organized and designed 15+ event fliers and social media posts to bring members and non-members together to enjoy various games and events.
- Led branding efforts through original designs of apparel and accessories.

## WORK EXPERIENCE

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### Digital Wizard

Summer 2025, Winter 2025

#### *3D Animator and Texture Artist - Intern*

- Modeled, textured, and assisted in creating 5 full stylized human characters from scratch in low and high poly meshes for games and animation.
- Conceptualized and designed custom outfits, in multi-layered materials, footwear, accessories, and hairstyles to align with client specifications and artistic directions.
- Collaborated with a 7-member team to develop all the character assets and programming.

## SKILLS

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**Tools and Software:** Hippotizer, Hog4, Blender, Autodesk Maya (Certified), Outlook, Adobe Photoshop, Adobe After Effects, Adobe Suite, Excel, and Word.

**Interests:** 3D modeling and animating, raves, music concerts, weight lifting, pickleball, and golf.