

TUOCKHANH THOMAS LUONG

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EDUCATION

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

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

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

Tools and Software: Hipotizer, 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.