

# Triet K. Nguyen

With 5+ years of experience in world-class media organizations, I am fluent in many technical languages and synchronize teams effectively & empathetically during fast-paced creative projects.

## Creative Producer

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## education/

### University of Southern California

Los Angeles, California

B.A. Media Arts & Practice

Themed Entertainment Minor

## affiliated orgs/

- Rise Up Animation
- American Institute of Graphic Arts
- Creative Talent Network
- LightBox Expo
- Themed Entertainment Association
- International Association of Amusement Parks and Attractions

## work experience/

### Creative Producer

#### Gameloft - Saigon Studio

Sept. 2021 - present  
Saigon, Vietnam & remote from US

- Establish clear project roadmaps from broad KPIs to steer a team of 20 designers and vendors from high level strategy to project delivery
- Collaborate with data collection partners to conduct market research and conceive unique selling points (USPs) of new products for maximum success
- Anticipate roadblocks to guide game and UX/UI designers with clear production briefs
- Identify optimization methods for production pipelines and improved studio's overall project conversion rate by 17% in 1 year
- Maintain employee-retention conversations and team growth plans to foster a desirable working environment
- Projects: Disney Dreamlight Valley, Appplaydu, Appplaydu & Friends, Queen - Rock Tour, LEGO Try-advertising games

### Assistant Creative Producer

#### Gameloft - Saigon Studio

Dec. 2019 - Sept. 2021  
Saigon, Vietnam

- Conceived hypercasual and digital out-of-home (DOOH) game concepts based on KPIs
- Improved client and stakeholder relationships by actively tracking and initiating check-ins
- Triaged bugs and solved technical challenges with game designers and technical managers

### Enhancement Consultant & Show Coordinator

#### VinWonders Theme Park

Jan. 2020 - Oct. 2020  
Saigon, Vietnam

- Creative directed area development by providing storyboards and concept art
- Translated creative intents into design packages for third-party vendors using AutoCAD
- Coordinated equipment checklists to ensure show requirements are met
- Supervised after-hours projection-mapping tests to ensure show quality

### Co-creator + UX/UI Designer

#### Elemental Dash: Original Themed Entertainment Concept

Mar. 2020 - Sept. 2020  
US-based remote work

- Collaborated and co-designed an original dark-ride prototype concept with 5 peers
- Developed the UX/UI interfaces for mobile device and interactive components

### Project Coordinator Intern

#### Walt Disney Imagineering: Star Wars Galactic Starcruiser

Jul. 2019 - Oct. 2019  
Glendale, CA

- Collaborated with Disney Parks Live Entertainment to prototype traffic heat maps, scene timing, and live show cycles
- Provided production design team 3D Rhino mock-ups for interactive show sets and game consoles during value-engineering
- Worked closely with creative directors and executive producers to establish UX/UI guidelines for interactive interfaces to outsourcing vendors
- Assisted art directors with selecting themed materials and colors according to creative intent and storytelling

### DreamWorks Franchise Creative Intern

#### NBC Universal Consumer Products

Aug. 2018 - May 2019  
Universal City, CA

- Designed and developed consumer product guidelines and 3D visualizations
- Projects: Spirit Riding Free, She-Ra and the Princesses of Power, Rhyme Time Town, Gabby's Dollhouse, Fast & Furious, Universal Monsters

## hard skills/

- **Project Management** ShotGrid, Jira, Trello, Asana, Salesforce, Confluence, Miro
- **2D, 3D** Procreate, Figma, Photoshop, Illustrator, AutoCAD, Revit, Maya
- **Film** Premiere Pro, Audition, After Effects, Final Cut, Unreal Engine
- **Code** Figma, HTML/CSS, JavaScript, Unity
- **New Tech** Virtual Reality, Augmented Reality

## soft skills/

- public speaking
- giving presentations
- scrum-mastering
- design briefing
- task management
- forecasting feedbacks
- conflict resolution
- employee training

## awards/

- Disney Imaginations 2019 - 2nd Place Winner
- DRUM Award for Best Use of Mobile Content: Appplaydu
- SMARTIES Award for Best Brand Experience in Mobile: LEGO

## hidden talents/

- designing theme parks, fantasy architecture design
- piano playing
- exterior decorating!

# let's chat!