

# Theo Tran

trann4@mail.uc.edu

[www.linkedin.com/in/theo-p-tran/](https://www.linkedin.com/in/theo-p-tran/) | [www.theotran.art](http://www.theotran.art)

---

## Education

2022 - 2027 | **Bachelor of Fine Arts in Games and Animation + Fine Arts Minor**

University of Cincinnati + College of Design, Architecture, Art, and Planning  
Cincinnati, OH

3.93 GPA | Dean's List 2022-Present | Cincinnati Scholarship 2022-Present

2018 - 2022 | **High School Diploma**

Crown Point High School | Crown Point, IN

4.16 GPA | Summa Cum Laude | 2022 Tri Kappa Scholarship

---

## Professional Experience

June 2026 - August 2026 | **Game Development & Testing Intern**

[Nexus Games](#) / Remote

- Worked in a group of 3 to brainstorm and modify an existing game by adding new mechanics to encourage meaningful multiplayer and adaptive thinking that aligns with the company's pillars.
- Lead as Project Manager by organizing meetings, tracking progress, and writing proposals throughout the process to organize and dedicate tasks to keep project on task.
- Designed and brainstormed visual elements for mechanics as Art Director that were visually intuitive for gameplay and matched the company's visual brand.

May 2026 - August 2026 | **Narrative Design Intern**

[Jazz Games](#) / Remote

- Brainstormed world building and character profiles based on established mechanics and characters to create a narrative foundation and character motivation.
- Met and collaborated with art, sound, and game designers to coordinate storytelling with multiple areas to ensure consistency and cohesion.
- Reframed existing systems to align with designed narrative and world building to provide more context to connect narrative and gameplay.

June 2025 - July 2025 | **STEM Instructor/Intern**

[Lavner Education](#) / Norwood, OH

- Taught 2-5 students using provided curriculum related to games, graphic design, filmmaking, and Blender.
- Mentored students in creative thinking and foundational digital skills.
- Encouraged and supported students through the creative design process.

---

## Skills

- Character design, concept art, storyboards, script writing, game design, and 2D animation
- Adobe: Photoshop, Illustrator, InDesign, After Effects, Lightroom, Fresco, and Acrobat
- Blender, Maya, ZBrush Core, Ren'Py, Twine, Unity and GitHub
- Fire Alpaca, MediBang Paint, Paint Tool Sai, and Clip Studio Paint
- Microsoft: Office, Outlook, Word, and PowerPoint
- Google: Drive, Docs, Gmail, Slides, Meet, and Forms

---

## Projects

2026 | Vessel / **Coding**

2025 | I Swapped Bodies with My Best Friend! / **Scriptwriting, Coding, Art**

2025 | Stake Out / **Storyboard, Animation**

2024 | In Your Orbit / **Scriptwriting, Editing, Coding, Art**

2022 | BREAKING HORIZON / **Scriptwriting**

2022 | CASE NUMBER B34R / **Scriptwriting, Coding**

