

# NG JIE QI

3D ARTIST | [NGJIEQI.WIXSITE.COM/PORTFOLIO](https://ngjieqi.wixsite.com/portfolio)



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## PROFESSIONAL SUMMARY

Game Artist with many experience in working for games. Studying in DigiPen Institute of Technology in the course of Bachelor of Fine Arts in Digital Art and Animation in DigiPen Institute of Technology.

## CORE QUALIFICATIONS

- Conceptual art skills
- 3D modeling /texturing skills
- 3D Sculpting
- Basic Python scripting
- Teamwork
- Problem solving skills

## SKILLS

3D Studio Max



Photoshop



ZBrush



Maya



Unreal Engine



## EDUCATION

**BACHELOR OF FINE ARTS IN DIGITAL ARTS AND ANIMATION • 2014-ONGOING**  
• DIGIPEN INSTITUTE OF TECHNOLOGY

**DIPLOMA IN GAME & ENTERTAINMENT TECHNOLOGY • 2009-2012 •**  
**TEMASEK POLYTECHNIC**

- Distinction in Visual Literacy
- Distinction in Introduction to 3D

**GCE "O" LEVEL EXAMINATION • 2005-2008 • SERANGOON SECONDARY SCHOOL**

## PROJECTS

**STUDENT GROUP PROJECT • SOLIME TOWN • 2017**

- Created a fantasy medieval town using 3D Studio Max and Unreal Engine in a team of 3
- In charge of rendering the town in Unreal Engine
- Learnt better teamwork skills while working in a small team.

**STUDENT PROJECT • 2017**

- Sculpted a realistic detailed hard surface car and rendered in ZBrush

**STUDENT PROJECT • 2017**

- Modeled an environment with 3D Studio Max, and rendered in Unreal Engine
- Used different features in Unreal Engine to enhance the overall look
- Sculpted objects in ZBrush and rendered out different maps for low poly objects

**STUDENT GROUP PROJECT • 2010 - 2011**

- Created a game in Major Project for SPH as a 2D artist in a team of 5, and received A for the module

## EXPERIENCE

**LEAD ARTIST • UBERGAMERS • 2012**

- Designed UI for the game "Minox"
- Designed and created in-game sprites

**3D MODELER INTERN • G ELEMENT • 2011**

- Creating 3D models for realistic modern environment
- Provided realistic texture for senior modelers