

NG JIE QI

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



hihijiki@gmail.com



[ngjieqi.wixsite.com/
portfolio](http://ngjieqi.wixsite.com/portfolio)



+ (65) 92342586



[linkedin.com/in/ngjieqi](https://www.linkedin.com/in/ngjieqi)

PROFESSIONAL SUMMARY

Game Artist with experience in working on various genre of games. Proficient in building 3D models from scratch, including design of concept art.

CORE QUALIFICATIONS

- Conceptual art skills
- 3D modeling /texturing skills
- Animation
- 3D Sculpting
- Basic Python scripting

SKILLS

3D STUDIO MAX

PHOTOSHOP

UNREAL ENGINE

ZBRUSH

SUBSTANCE PAINTER

MAYA

AFTER EFFECTS

EDUCATION

BACHELOR OF FINE ARTS IN DIGITAL ARTS AND ANIMATION • 2014-2018 • 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 • 2018

- Built medieval buildings from scratch with 3D Studio Max and Unreal Engine
- Managed rendering of town in Unreal Engine
- Enhanced realism with creation of animated objects for Unreal Engine
- Upheld standard of work within deadline when team size shrank

STUDENT PROJECT • 2017

- Produced photo-realistic detailed hard surface car in ZBrush

STUDENT PROJECT • 2017

- Enhanced overall look in Unreal Engine with Post Process Effects and Cascade Particle System
- Boosted rendering speed with creation of low poly objects, while maintaining high poly outlook with its sculpted counterpart's AO and normal map
- Built interactable lighting with Unreal Engine's blueprint
- Built environment in 3D Studio Max and Unreal Engine from scratch, including design of concept art in Photoshop

STUDENT GROUP PROJECT • 2010 - 2011

- Awarded A for Major Project with creation of game for SPH as a 2D artist.

EXPERIENCE

LEAD ARTIST • UBERGAMERS • 2012

- Envisioned art direction for the game "Minox"
- Produced UI and in-game sprites from ground up

3D MODELER INTERN • G ELEMENT • 2011

- Delivered 3D models for modern environment
- Assisted senior modelers in producing photo-realistic textures for 3D models of Singapore HDB flats