



# NGÂN PICKERY


JUNIOR TECHNICAL ARTIST


ESTJ-A

## CONTACT

 [ngan.pickery@gmail.com](mailto:ngan.pickery@gmail.com)

 (+32) 498/74.06.36

 Antwerpen

 [linkedin.com/in/ngan-pickery](https://www.linkedin.com/in/ngan-pickery)

 [artstation.com/phamthuyngan](https://www.artstation.com/phamthuyngan)

 [itch.io/profile/phamthuyngan](https://itch.io/profile/phamthuyngan)

 [github.com/phamthuyngan](https://github.com/phamthuyngan)

## LANGUAGES

French : native language (C2)

English : professional level (B2)

Vietnamese : Beginner level (A2)

## SOFT SKILLS

- Communicative
- Ressourceful
- Team worker
- Fast learner
- Honest
- Curious
- Autonomous

## PROFESSIONAL EXPERIENCE

- 2020** Kainoo - Environment Artist (Freelance)
  - 3D environment, texturing and integration
- APR. - SEPT. 2019** Altheria Solutions - Environment Artist
  - 3D environment modeling, texturing, level building, integration for mobile
  - Rigging humanoid character
  - Helping on concept, game design and animation
- JAN. - APR. 2019** Dirty Monitor - Environment Artist
  - 3D environment modeling, texturing, level building, integration for VR 360 experience
  - Helping on creating content for projection mapping project
- MAR. - MAY 2017** Drag ON Slide - Character Artist (Internship)
  - Character creation (modeling, texturing, rigging, animation), 3D assets modeling for VR
- 2016 & 2017** Vigo Universal - Stewart for VR event (Student job)
  - Helping guests using the VR headset
  - Installing VR booth
- JUL. 2014 & JUL. 2015** Vigo Universal - Character Artist (2 weeks internship)
  - 3D scans corrections, modeling, texturing

## SKILLS

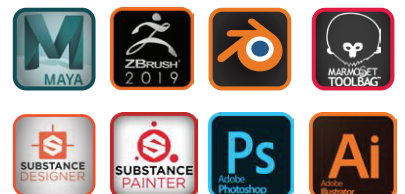
### DEV



### PROGRAMMING LANGUAGES



### ART



## ABOUT ME

Hello world,

After working as an Environment Artist, I slowly got more and more interested in the technical aspect of it. As I like problem-solving and technical challenges, I've decided to open myself to more opportunities as a Technical Artist.

I am energetic, I like (dark) humour and I am always ready to tackle a new challenge.

PS : If you have a rabbit as pet, I love you already.

## HOBBIES



Martial arts



Ukulele



Fire juggling

## EDUCATION

- 2020 - 2021** - Interface3 - Game Developer
  - C#, .NET, Shader, Python, JS, HTML/CSS, GameMaker, Github
  - Blender, Pixel art, Sound Design, etc.
- 2013 - 2018** - HEAJ - Bachelor in Computer Graphics (Video Games)
  - 3D environment art (modeling, texturing, integration)
  - Rigging for video games
  - 3D animation

## GAME JAMS

- 2020** Team Panoptes Jam - Pain is Love
  - Programming gameplay and asset integration
- 2020** Global Game Jam - Nuclear Rush
  - Programming gameplay and asset integration
- 2018** Kiss Your Teacher - Synchrome
  - 3D Environment modeling and texturing
- 2018** Global Game Jam - Bite Them All!
  - 3D Environment modeling

## VOLUNTEERING

- 2019** KIKK festival - Assistant Conference
  - Welcoming speakers and helping them get on stage without problem
- 2018** KIKK festival - Artistic Mediation
  - Greeting & helping visitors understanding artistic concepts in an expo
- 2014 & 2015** KIKK festival - Information & Greeting Stewart
  - Welcoming visitors and providing informations