

Game developer Junior



Ngân Pickery

'Quote' : "Sometimes life is like this dark tunnel. You can't always see the light at the end of the tunnel, but if you just keep moving, you will come to a better place." Uncle Iroh

Mail: ngan.pickery@gmail.com - CV: [Pickery Ngan CV TechArt.pdf](#)

> **PROFILE:** 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.

> **STRENGTHS:**

- 3D modeling/texturing
- Unity/C#
- Rigging
- Asset integration

> **BEST GAMES EVER:**

Dishonored, Ori and the Blind Forest, Minesweeper, etc.

> **IDEAL INTERNSHIP/JOB:**

I'm looking for an internship/job as a Junior Technical Artist preferably an internship/job combining where I could do rigging/shader/C# programming.

> **PORTFOLIO:** <https://www.artstation.com/phamthuyngan>