

# NINA PETCHPRAPA

Technical/Environment Artist

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## Experience

### Technical Environment Artist | 343 Industries - Halo Infinite 05/2019 – 01/2023

- Audited and optimized performance for all the 11 campaign maps, 12 multiplayer maps on season one, and other later seasonal maps
- Wrote Maya-based and in-engine python tools for content authoring and optimization
- Rigged, animated, and scripted events for dynamic environment assets for multiplayer maps
- Created procedural asset placement Houdini tools
- Tested, debugged, and wrote documentation on tools and content creation pipelines
- Standardized tool testing by writing documentation on how to test each art tools
- Be the first responder to any workflow issue that occurred within the environment content team
- Set up an automation system that allows content creators to quickly get help, and tracks workflow issues

### Technical Environment Artist | MXTreality 05/2018 – 05/2019

- Created procedural Houdini tools that allow artists to quickly generate props and block out a scene
- Collaborated with other devs to design and create immersive environments for VR, AR and mobile experiences
- Responsible for conceiving and creating miscellaneous props like environments, VFXs, and characters
- Took lead in several projects in designing and creating UI/UX

## Other Projects

### Environment Artist, Animator | VSS Training - VR Training for Highway England 05/2018 – 11/2018

- Storyboarded all five training scenarios that became the base for this training experience 9 teammates
- Created various environment props and implemented them in engine to compost different scenarios
- Made a Substance Designer tool to streamlined the process of creating road signs
- Assisted in rigging and animating characters inside the scenarios to make the experience believable

### Art Producer, Environment/VFX Artist | Trappist Landing - 3D Narrative Adventure 08/2017 – 04/2018

- Supervised the art team's scope and managed their weekly submissions 16 teammates
- Troubleshooted art related issues from art, tech, and design teams
- Created 80% of the environment that are supplemental to the story of the game such as terrains, rocks, ground covers, trees, etc.)
- Created and used procedural Houdini assets in the game which tremendously sped up the pipeline
- Designed and implemented different effects that enriched the mood of the game

### Lead Artist, Environment Artist | Daniel - 3D First Person Narrative Adventure 07/2016 – 04/2017

- Coordinated art team by delegating tasks and holding meetings to track progress 14 teammates
- Collaborated with design team to ensure art serves the vision of the game
- Collaborated with tech team about engine features and technical limitations
- Sketched concept works for the designers to use as inspiration when building levels
- Modeled and textured in-game environments which reflect the narrative and gameplay

### Enemy / Prop Artist | The Animus - 3D First Person Shooting Game 07/2015 – 04/2016

- Designed and modeled enemy units and props 21 teammates
- Coordinated with the team to design the narrative as well as making concept art for areas of the game

## Education

Bachelor of Fine Arts in Digital Art and Animation, DigiPen Institute of Technology

09/2014 – 04/2018

## Skills

- Software
- Maya
  - Houdini
  - Substance Designer
  - Substance Painter
  - Zbrush
  - Photoshop
  - Clip Studio Paint
  - Flipbook 6
  - Toon Boom
  - Premiere Pro
  - Pix Capture

- Engines
- Unity
  - Unreal
  - Slipspace (on Halo Infinite)

- Programming Languages
- Python
  - Lua
  - HTML
  - C

- Languages
- Thai
  - English
  - Japanese
  - Chinese