

# NINA PETCHPRAPA

*Technical/Environment Artist*

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## Experience

Technical Environment Artist | 343 Industires - Halo Infinite 05/2019 – present

- Ensure that game assets meet visually quality, as well as rendering requirements for different platforms, using performance timing tools and auditing them by hands.
- Test, debug, and write documentation on tools and content creation pipelines
- Standardize 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 and maintain an automation system through Microsoft Flow that allow artists to quickly get help, as well as track all the occurring workflow issues.

Technical Environment Artist | MXTreality 04/2018 – 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 concepting and creating miscellaneous props including environments, VFXs, and characters
- Took lead in several projects in designing and creating UI/UX

Intern Artist | Venecular Game 04/2016 – 08/2016

- Designed and animated 2D creatures based on the brief from the game director for a 2D title
- 3D modeled some enemies for another game title

Intern Artist | Artruistic Game - 2D Isometric Strategy Game 04/2015 – 08/2015

- Assisted with world building to create an engaging universe collaborating with designers and the art team
- Concepted and animated surreal 2D enemy creatures which enhanced the player's experience

## Recent Projects

Environment Artist, Assistance 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

08/2014 – 04-2018

## Skills

Languages

- Thai
- English
- Japanese

Software

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

Engines

- Unity
- Unreal

Programming

Languages (beginner)

- Python
- HTML
- C