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Felicia Ng | 2D Artist

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| Profile |  | I am a recent graduate from Nanyang Polytechnic with a diploma in Digital Game Art & Design. I am optimistic, and I enjoy trying new things. I am also a 2D art generalist looking for a place where I can grow my talents. |
| Software familarity |  | Photoshop  Maya  After Effects  Unreal Engine (For texturing only) |
| Experience |  | igg singapore pte. ltd. Date: 4/3/19 - 24/5/19  Job: Game Designer (intern)  Description: Learnt more about how to design games and make them appeal to players. Also learnt how to design characters and build a world around them. gumi Asia Pte. Ltd. Date: 5/3/18 - 25/5/18  Job: QA tester (intern)  Description: In-charge of testing of game client and contents on multiple platforms and ensuring that they work as intended by checking against a spreadsheet. BombARdment Date: 28/5/18 – 17/9/18  Role: Game Artist  Description: A school project done at Nanyang Polytechnic. I was in-charge of creating 2D and 3D art assets to be used for the game such as 3D character models and UI. Get A Life! Date: 12/2/18 – 4/3/18  Role: 3D prop modeler and animator  Description: A school project done at Nanyang Polytechnic. I was in-charge of modelling 3D props that suit the theme of the game and animating them. Atlantis Tales Date: 14/8/17 – 31/8/17  Role: 3D Environment artist  Description: A school project done at Nanyang Polytechnic. I was in-charge of creating a 3D environment based on the given theme. Hunter Date: 12/2/17- 3/3/17  Role: 2D Environment artist, animator and character designer  Description: A school project done at Nanyang Polytechnic. I was tasked to create a top-down view environment for a level in pixel art. I was also in-charge of designing enemies and animating one of them. |
| Education |  | Nanyang Polytechnic 2016 -2019 | Diploma in Digital Game Art & Design East Spring Secondary School 2012 -2015 | Completed GCE ‘O’ Level Examinations |
| Skills |  | Good at sketchingAble to do 3D modelling Able to do 3D texturing  Able to do 2D illustrations  Has experience in designing and creating GUI |
| Achievements and participation |  | Entered SJAB first aid competition twice (2013 and 2014)  CCA chairman for East Spring SJAB cadet corps (2014 – 2015) |
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