

THIENNGA NGO

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SKILLS

- Experience in a deadline-oriented and fast-paced outsourcing environments
- Team player with excellent communication skills and able to work with a diverse set of people
- Experience with a wide variety of projects on both console and mobile
- Adherence to accuracy and technical details
- Manage projects from conception to completion with clear understanding of the art pipeline
- Knowledge with Maya, Adobe Creative Suite, Basecamp, Teamwork, Jira
- Basic knowledge of Zbrush

EXPERIENCE

Storm8 (2015-present)

Art Outsourcing Producer - Mobile Games

- Work with Art Director and Game Designer to support external art teams with clear guideline documentation and effective feedback to deliver successful products on time.
- Vet external vendors for quality and viability and determine the most effective choice of external vendors.
- Create art asset categories and track art asset list to ensure all deliverables are on time and accounted for.
- Establish the art production pipeline for external vendors and enforce content cadence deadline.
- Create technical documentation (Unity, modeling and texturing guideline) and provide visual feedback for 2D and 3D art assets to ensure quality and consistency.
- Implement approved 3D assets in Unity, ensuring appropriate shaders are used and naming conventions and are correct.

Yahoo! (2014-2015)

Mobile Game Artist

- Worked with external contractors to create games assets
- Communicated ongoing feedback for art assets as well as functionality
- Created in-game assets and implement them in Unity
- Created banner ads to spec requested by marketing
- Conceptualized game theming and create mock-ups
- Created global icon set for Yahoo! based on a unified Yahoo! Design language
- Created mocks for UX monetization for different sponsors

Voltage Entertainment, USA (2013 – 2014)

Mobile Game Artist for iPhone and Android

- Created art direction and documentation for selection of external contractors
- Communicated ongoing feedback to external artists for background and character art
- Created banners, designed UI screens and resized in-game art assets to spec

Contract 2D Artist (2012 — 2013)

- Created 2D art for social games based on client's request and spec
- Designed UI screens, loading animations and icons using Photoshop and Illustrator
- Created isometric environment assets using Illustrator and Maya

Electronic Arts

Texture Artist (2010 — 2011)

Sims 3 Expansion Pack

- Created texture to match themes requested by producers
- Created mask files and set up proper XML files for texture to be used in game
- Painted concept art for clothing and objects to match themes requested by producers
- Created documents of concept art for external contractors to turn into models

Visual Concepts

Lead Environment Artist (2008 — 2010)

NBA 2K9, NBA 2K10 and NBA 2K11 (XBOX 360)

- Lead a three-person environment art team
- Managed external and internal production schedule for environment art assets
- Created technical guidelines and art direction for outsourced assets
- Communicated with external art houses for ongoing feedback of outsourced assets
- Collaborated with programmers to set up file structure and requirements for arena art assets

Environment Artist (2006 — 2010)

NBA 2K8, NBA 2K7 (XBOX 360)

- Modeled, textured and lit assets according to reference to match real life arenas
- Rigged environment models to basic skeletons for animation
- Optimized assets according to engineer's instruction

Electronic Arts (6/2005 — 12/2005)

Environmental Artist

Godfather (XBOX 360)

- Ensured collision works according to game play and optimized for budget
- Worked with level artists to assemble and optimized environment to fit within budget

EDUCATION

San Jose State University (2005)

BFA in Animation/Illustration

References can be provided upon request.