KELVIN SIA KAI WEN

Phone

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EXPERIENCE

AIBA PROJECT SDN BHD   **11/2021 -** present

Technical Artist // Concept Artist

- Offering technical assistance to the art team in day-by-day production issues
- Assist with basic design work as directed from a Graphics Manager
- Assisting with programmers to streamline art processes, workflows and pipelines
- Passion for learning, implementing, and sharing innovations ideas
- Experience with game engines such as Unity 2D
- Experience with 2D Software such as Photoshop , Aseprite
- Limited experience with 3D Software such as Maya , Blender , ZBrush
- Basic scripting skills using C# or HTML/CSS

- Solving problem by communicating with the team

EDUCATION

- Claz'room College
  2D Illustration

SKILLS

- Technical Artistry
- Ability to quickly learn new tools
- Attention to detail
- Able to think creatively to resolve technical challenges
- Good Communication