

NGHIA LAM | RESUME

»» Game Lover and Game Creator ««



- » **Status:** Game Developer / Game Designer, former 3D Technical Manager
- » **Fields:** Game Development, Tool Programmer
- » **Skills:** C++, CSharp, Python
- » **Tools:** Git, SDL2, Unity3D, GameMaker Studio 2, Terminal
- » **Activities:** Ludumdare Game Jam, Pixel Art, 3D Art in Blender/Maya

3D Technical Manager (Glass Egg)

2018 - June 2020

- » Provide training support for fresher technical artist
- » Develop an internal toolset for artist to work with Glassegg's internal Blender system.
- » Provide guidance of designing, implementing, and updating softwares, tools and requirements.
- » Effectively communicating technical points of projects to a wide range of stakeholders and clients

3D Technical Artist (Glass Egg)

Jan 2017 - 2018

- » Implement optimizations and automatizing in 3D Software and Game Engine(Maya, Max, Unity3D)
- » Offer technical support to the art team in day-by-day production issues.
- » Integrating and settings assets in the Game Engines.
- » Communicate with clients to get and make clear about technical requirements.

EXPERIENCE

Find more details about my works at - [zznghialamzz.github.io](https://github.com/zZnghialamZz)

Graduated as a Computer Scientist (Auckland University of Technology)

Oct 2017

- » Bachelor of Computer Science
- » Scrum, Agile, Project Management and Software Development courses with high results

Unity3D Graduation Project (Auckland University of Technology)

Oct 2016 - 2017

- » Design a simple 3D software which helps our clients to decorate and preview their event rooms.
- » Formed a scrum team, work with Agile method and first attempt with Unity3D.

EDUCATION