

NGHIA LAM | RESUME

»» Game Lover and Game Creator ««



- » **Status:** Game Developer / Game Designer, former 3D Technical Manager
- » **Fields:** Game Development, Tool Programmer
- » **Skills:** C, C++, CSharp, Python
- » **Tools:** Git, SVN, Perforce, Unity3D, Unreal Engine, GameMaker Studio 2
- » **Interest:** Ludumdare Game Jam, Pixel Art, 3D Art, Game Dev in General

Game Developer (Freelance)

June 2021 - Now

- » Work with various projects project using different engine toolset (GMS2, Unity, Unreal).
- » Implement gameplay and optimization needed for the game to run smoothly on desired platform.
- » Utilized the game engine's scripting language to investigate and resolve backlogged bugs.
- » Implement various game features, with scalability in mind.

3D Software Engineer (3D Ninja)

Jan - June 2021

- » Implement Pipeline and DCC software integrations based on collaboratively developed concepts.
- » Evaluate integration concepts and provide expertise/documentation to the team.
- » Refine and improve technical environment and architecture to scale with the needs of the business.
- » Support other developers with advice and code reviews.

3D Technical Manager (Glass Egg)

2017 - June 2020

- » Provide training support for fresher technical artist
- » Report directly to CTO: Lead and develop an internal toolset for Blender / Maya.
- » Provide guidance of designing, implementing, and updating softwares, tools and requirements.
- » Effectively communicating technical points of projects to a wide range of AAA clients

EXPERIENCE

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

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

EDUCATION