

Noel-Tien Nguyen The

CONCEPT ARTIST / 2D ARTIST / ILLUSTRATOR

Hi !

I am a **French artist with more than 3 years of experience** in Games.

Specialized in Concept Art, my range of experience covers hands-on work in game pipeline such as Game Art, Illustration, UI/UX, Unity.

I believe entertainment can inspire and be a trigger to change in many ways. I would love to work and discuss with a team sharing these values !

Professional Skills

- Concept Art
- Illustration
- Photoshop
- Unity

Contact me!

Currently living in Brussels, Belgium (UTC+2)

Email: nt.nguyent@hotmail.fr

Website: www.tienart.com

Other Skills

- Level Design (Unity) - RealTime VFX (Cocos2D/Unity) - Lighting (Unity) - Optimization on target platforms - Understanding of Mobile games
- MagicaVoxel - Blender3D - Adobe Flash
- Trello - Google Drive - SVN - Source Tree - GitHub - Slack
- French (native) - English (fluent) - Spanish (intermediate) - Vietnamese (basics)
- Passion for videogames - Enthusiastic - Teamwork and communication driven - Photography - Travelling - Sports - Scuba Diving and snorkelling

References

Attila Sulcz, Lead Artist at Gameloft Hanoi :

attila.sulcz@gameloft.com

Loic Le Goff, Producer at Gameloft Hanoi :

loic.legoff@gameloft.com

Professional Career

ARTIST FOR VIDEO GAMES AND TABLETOPS

Freelance | January 2017 - Current

- Design characters/vehicles/props concepts, based on game design descriptions.
- Concepts for Key Art and storyboard for the narrative of the game under the direction of the Lead Artist.
- Illustrations
- Level Layouts within Unity
- Game Art and implementation (Unity)
- Remote position involving organized approach, respect of deadlines and unsupervised, autonomous workflow.
- Clients include (but not restricted to) Game and a Curry, The Doves, Tiny phoenix...

2D CONCEPT ARTIST

Gameloft Hanoi, Vietnam | May 2017-May 2019

- Design characters/vehicles/environment concepts, based on game design descriptions.
- Active involvement in the game creation process by interacting with the game designer and Lead Artist.
- Effectively contributing to the art pipeline while understanding target platform constraints.
- Meeting project deadlines/milestones as set by project leads.
- Create and implement real-time particle effects
- Be willing to learn (and teach) new tools and techniques
- Be meticulous and organized in the approach to tasks
- Active involvement in prototyping projects

GAME ARTIST

Personal Project Artificiel | 2018 - Present

- Art Direction
- Create assets and illustrations for multiple purposes. From concept art to 3D, polished, animated and implemented within Unity to marketing purposes.
- Find balance between artistic aspects and technical constraints
- Create UI layouts and flow charts from design documents
- Create RealTime visual effects within Unity
- Remote position requiring an understanding of Github and SourceTree, working collectively on Unity.

Education Highlights

ROBOTPENCIL MENTORSHIP
Character Design Class, 2015

ECOLE EMILE COHL
Art School, 2010-2012



Letter of Recommendation

Date: May 21st, 2019

To whom it may concern,

This letter is my personal recommendation for Mr. Noel-Tien Nguyen. During his time in 2018 and 2019 as Concept Artist, Noel was responsible for proposing art concepts from scratch.

Tangible achievements of Noel at his position:

- His constant push for self-improvement resulted in a fast promotion from intern to official Concept Artist
- Able to adapt to a fast-pace development team and challenging timelines
- Open for feedback, and had a very passionate attitude about his work and the impact of his contribution to the final product
- Helped on training young interns

Besides the above mentioned achievements, Noel also joined local gaming clubs and helped set a friendly atmosphere in the studio. He is indeed a great asset to join any team.

For these reasons I highly recommend Noel for his next position in your company.

A handwritten signature in blue ink, appearing to read 'AM' with a large flourish.

Arthur Michoux
Gameloft Hanoi Studio Manager