



Nicole Ong ニコル

3D GAME ARTIST

CONTACT

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SKILLS



LANGUAGES

- English ● ● ● ● ●
- Mandarin ● ● ● ○ ○
- Japanese N5

ABOUT ME

I am a 3D game artist majoring in both character and environment modelling. My passion lies in creating assets for various art styles. I strongly believe in adaptability and teamwork to reach a common goal and aspire to bring stories to life.

WORK EXPERIENCE

FINAL YEAR PROJECT 2019 - 2020

Nanyang Technological University

"The Cartographer"

- Main contribution: 3D modeller, game asset creator, level designer
- Secondary role: Animator, UE4 coder
- Collaborated with a team of 4; capitalizing on each person's strengths throughout game production pipeline

FREELANCE CARD GAME DESIGNER 2018

"Awkward Weasel"

- Designed character, logo, cards, game box, and web visuals for a Kickstarter social card game
- Worked closely with 2 game designers and printing company regarding design specifications



EDUCATION

NANYANG TECHNOLOGICAL UNIVERSITY

SCHOOL OF ART, DESIGN AND MEDIA

Bachelor of Fine Arts in Digital Animation 2016 - 2020

Hall Dinner and Dance Committee Vice-chairperson (2017 - 2018)

CHONGQING UNIVERSITY 重庆大学, CHINA

Winter Exchange Programme 2019

NANYANG JUNIOR COLLEGE

GCE "A" LEVEL 2013 - 2015

Student Council Welfare Manager (2013 - 2014)

TANJONG KATONG GIRLS' SCHOOL

GCE "O" LEVEL 2009 - 2012

Red Cross Youth Vice-chairperson & Outdoor Activities Head (2012)

AWARDS

N.E.mation!13 2018 - 2019

1st Runner-up

"Choped!"

- Brainstormed thoroughly for story ideas and choice of medium
 - Pulled together resources with 2 other teammates to overcome difficulties
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