Khoa Nguyen

(404)-513-5585
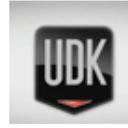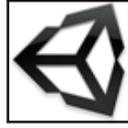khoa@khoart.net
khoart.net

Technical Artist

Skills

Proficient with Javascript and Processing with the ability to recognize and adapt patterns to learn other languages.
Has written shaders to composite different effects and interpolate between textures.
Has experience throughout the production pipeline from concepting and design, to modeling, UVing, texturing, and asset placement, to programming gameplay and UI development.
Has an understanding of rigging and animations.
Can see potential issues along a pipeline and has worked with leads to determine priority and scheduling.

Projects

Prisma (2012 - Present)

Role: Technical Artist & Assistant Manager
Team Size: 7
Engine: Unity
Genre: 2.5-D Platformer
Languages: Javascript

Responsibilities:
Program camera logic, dialogue, and audio controls.
Write shaders, materials, and particle systems.
Implement and provide feedback for GUI and menu items.
Assist in triage and scheduling.

Lethe (2013)

Role: Technical Director & Programmer
Team Size: 16
Developed in Processing and Unity
Genre: Isometric Strategy
Languages: Processing and C#

Responsibilities:
Test versions and potential libraries.
Research and test limitations of hardware and software.
Work with programming leads to develop the editor.
Work with the leads to consolidate assets.

Yomi (2012)

Role: Technical Artist
Team Size: 5
Engine: UDK
Genre: FPS-stealth exploration

Responsibilities:
Work with the leads to create the atmosphere and mood through lighting, particles, and other effects.
Assist with modeling, uv, texturing, and asset placement.

Education

Bachelor of Fine Arts in Interactive Design and Game Development
Savannah College of Art and Design, 2013 - Magna Cum Laude