

GOH JING MIN

3D ARTIST

► Contact



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<https://>

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► Profile

- Able to work under-pressure
- Well-developed team player abilities; Enjoy working independently or part of a team
- Keen to learn and able to manage time efficiently

► Skills

SOFTWARE:

- Autodesk Maya
- Blender
- Adobe Photoshop
- Unity
- Autodesk Mudbox

SKILLS

- 3D Modelling
- 3D Rigging
- 3D Animation
- Concept Art

► Experience

JUNIOR ARTIST, KAIJU DEN PTE LTD, FEB 2018 – PRESENT

- Modelled , Textured of low poly 3D environment assets & characters & creatures for VR, AR Games and Outsource Projects
- Assisted with allocating and distributing of manpower and jobs
- Rigger of creature and humanoid characters

INTERNSHIP, KAIJU DEN PTE LTD, SEPT 2017 – FEB 2018

- Modelled , Textured of low poly 3D environment assets & characters & creatures for VR Games
- Rigging of creature and humanoid characters

► Education

NGEE ANN POLYTECHNIC, 2015 - 2018

- Diploma in Animation & 3D Arts

JURONGVILLE SECONDARY SCHOOL, 2010 - 2014

- GCE 'O' Levels
- GCE 'Normal (Academic)'