

Nicha Wanyart

3D Artist / Technical Artist

PROFESSIONAL SUMMARY

Versatile 3D Artist and Technical Artist with over 10 years of experience in game development, animation, and real-time production. Skilled in game-ready asset creation, character rigging and animation, shaders, VFX, UI assets, and art integration using Unity and Unreal Engine. Experienced in mobile, console, RPG, hyper-casual, tabletop, and virtual-character projects, as well as international collaboration with Japanese development teams.

PROFESSIONAL EXPERIENCE

3D Artist / Technical Artist

Wild Ventures Limited, remote | 06/2023 - Present

- Created and optimized game-ready 3D assets for mobile production.
- Rigged, skinned, set up, and animated 3D characters for in-game use.
- Integrated art assets into Unity, including materials, prefabs, lighting, and scene setup.
- Developed mobile-optimized shaders, materials, particle effects, and real-time VFX.
- Created and integrated 2D assets and animations using Spine 2D and Unity.
- Produced tabletop-game assets, including printable prototype tokens and demonstration models.
- Created studio showcase trailers and collaborated with programmers, designers, and 2D artists to meet artistic and technical requirements.

Special Lecturer (Part – Time, Online)

College of Arts, Media and Technology, Chiang Mai University | 09/2022 - 06/2023

- Prepared presentation slides, lesson plans, and instructional materials for a game-modeling course focused on game-ready 3D production.
- Taught 3D modeling in Autodesk Maya, basic character rigging, skin weighting, and auto-rigging workflows.
- Guided students through applying and retargeting Mixamo motion-capture animations.
- Taught basic Unreal Engine asset import and lighting workflows.
- Reviewed assignments, provided constructive feedback, and assessed student work.

3D Artist

Hotplay Thailand - Bangkok, Thailand | 06/2022 - 05/2023

- Developed multiple 3D assets for an RPG game.
- Designed and implemented particle effects, animations, and game-feel polish for hyper-casual games using Unity and third-party plug-ins.
- Animated 3D and 2D assets and produced studio showcase trailers.
- Collaborated with programmers, game designers, and 2D artists.

3D Artist / UI Artist

Q Studios Co., Ltd. - Bangkok, Thailand | 11/2016 - 05/2022

- Designed and developed RPG game environments and UI assets for Secret of Mana Remake (Square Enix).
- Created models and textures for Mobile Suit Gundam: Battle Operation 2.
- Designed UI assets for mobile applications, including a Toyota health-insurance application.
- Set up, rigged, skinned, and animated 3D characters and creatures.
- Performed bone mapping, skin-weight adjustment, and physics setup for virtual YouTubers.
- Created and debugged animations in Unreal Engine.
- Collaborated with Japanese game designers and programmers to deliver production-ready assets.

3D Artist / Research assistant

College of Arts, Media and Technology, Chiang Mai University | 04/2013 - 05/2016

- Collaborated with a multidisciplinary team across all stages of animation production.
- Supervised and trained more than 20 interns in 3D asset creation and animation.
- Created 3D assets and character setups for interactive applications.
- Composited and edited animations to ensure high-quality final output.
- Produced game trailers to showcase product features and attract users.

SELECTED PROJECTS & CONTRIBUTIONS

- Console and RPG production experience on projects associated with Square Enix and Bandai Namco.
- Mobile-game production spanning asset creation, technical setup, VFX, shaders, UI implementation, and optimization.
- Created 3D models for Central shopping malls' Christmas 2024 decorations, displayed across multiple mall locations.
- Produced an anamorphic 3D billboard animation for AEON, showcased at Money Expo 2024.
- Designed the complete UI and produced implementation-ready assets for Toyota Thailand's employee health insurance reimbursement application
- Teaching and mentoring experience in game-art production pipelines.

CONTACT

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CORE SKILLS

- 3D Modeling & Texturing
- Character Rigging & Skinning
- Character Animation
- Unity Art Integration
- Shaders & Materials
- Real-time VFX
- Game UI Assets
- Technical Art Support
- Trailer Production

SOFTWARE

- Autodesk Maya
- Unity
- Unreal Engine
- Substance 3D Painter
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- ZBrush
- Spine 2D

LANGUAGES

Thai - Native
English - TOEIC 870
Japanese - JLPT N2

EDUCATION

Bachelor of Science
Animation Major
College of Arts, Media and Technology,
Chiang Mai University
2009 - 2013
GPA: 3.83
First-Class Honors
Full four-year scholarship recipient

AWARD

1st Place - Thailand Digi Challenge 2014
National Software Contest: 3D Virtual Application
Awarded THB 450,000 in project funding

TRAINING & CERTIFICATES

VFX for the International Gaming and Animation Industry
Nuke and Unreal Engine training
Jan 2024 - Apr 2024
Learn to Rig a Complex Quadraped in Maya for Games and Film
Udemy - 3dmotive LLC

ADDITIONAL STRENGTHS

- Cross-disciplinary collaboration
- Japanese production workflow
- Intern supervision & teaching
- Artistic and technical problem-solving