

VIET ANH NGUYEN

Unity Technical Artist, Real-time Art Generalist

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📍 Hanoi, Vietnam

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SUMMARY

Unity Technical Artist with a multidisciplinary background in 2D/3D art, animation, VFX, UI, and real-time game production. Focused on Unity 6 / URP integration, shader authoring, profiling, and optimization. Built playable Unity prototypes and reduced draw calls from ~978 to ~180 on a stylized farm project.

SKILLS

Core

- Shader Authoring - Shader Graph, Amplify, ShaderLab/HLSL
- Profiling & Optimization - Unity Profiler, Frame Debugger, draw-call reduction
- Real-time Art Integration - Unity 6, URP
- 2D & 3D VFX
- 2D & 3D Animation, Humanoid retargeting
- UI Implementation - Unity UI, DOTween, Spine 2D
- Technical Prototyping - C#

Professional Skills

- Team Collaboration
- Independent Working
- Cross-team Communication
- Task Ownership
- Self-learning & Adaptability

LANGUAGES

English: Working proficiency

Vietnamese: Native/Bilingual

EXPERIENCE

Technical Artist, 3D Generalist, Rule the Sea

Hanoi, Vietnam | 10/2025 – 08/2026

- Integrated and optimized 2D/3D assets, animation, VFX, and UI in Unity.
- Created shaders and technical solutions to support art production.
- Supported performance optimization and cross-team implementation between Art and Development.
- Built rapid prototypes for visual and gameplay validation.
- Used AI-assisted workflows to generate character concepts and 3D model references for rapid prototyping.

Art Team Lead / Technical Artist / UI Artist, Nami Game

Hanoi, Vietnam | 2023 – 2025

- Managed art tasks, production priorities, and quality across the art team.
- Integrated and optimized 2D/3D assets for Unity production.
- Created shaders and technical solutions to support the art team.
- Worked across UI, animation, VFX, and real-time implementation.

Game Artist & Animator, Double Studio

Hanoi, Vietnam | 2021 – 2022

- Created all 2D art and animations (characters, assets, UI) for NFT and web-based games, with a focus on web performance optimization
- Designed and developed user-friendly websites for game

Freelancer Artist

Hanoi, Vietnam | 2017 – 2021

- Designed layouts, graphics, and visual solutions for various clients and projects
- Independently studied 2D animation to enhance design projects by incorporating motion

TRAINING & EDUCATION

3D Animator, Hen Animation Studio

Hanoi, Vietnam | 2025 – 2026

3D Model and Animation, Mr. Bằng Tùy Phong - Penth Studio

2024 – 2025

VFX, DucVuFX

Hanoi, Vietnam | 2023 – 2023

2D Animator, Mr. Nguyen Quang Huy - DAC Studio

2022

Basic Hand drawing; Basic Photoshop drawing, Art Workout

Hanoi | 2019 – 2021