



FATIN NUR IFFARINA

Game Animator
Character Illustrator

CONTACT

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SKILLS

- 2D & 3D CHARACTER ANIMATION
- 2D CHARACTER ILLUSTRATION
- 3D TEXTURING
- 3D SCULPTING AND MODELLING
- 2D CONCEPT ILLUSTRATION

SOFTWARES USED

- Clip Studio Paint
- Spine 2D
- Adobe Premiere Pro
- Adobe Photoshop
- Autodesk Maya
- Zbrush

EDUCATION

NANYANG POLYTECHNIC

DIPLOMA IN DIGITAL GAME ART & DESIGN (2019 - 2023)

ADMIRALTY SECONDARY SCHOOL

GCE 'N' LEVEL CERTIFICATE (2015 - 2019)

Taken GCE 'N' LEVEL Art Course

PROJECTS

AMERICAN GODS

Assistant Lead Artist | Nanyang Polytechnic (AUG 2021)

- Create concept art for villain character, environment and weapons
- Modelled villain character
- Create UV maps and texture maps for character model
- Designed UI for main menus

KAERILIA

Lead Artist | Nanyang Polytechnic (FEB 2021)

- Manage art direction
- Ensure consistency of artstyle
- Create concept art & 2D animation for characters
- Illustrated game poster
- Aided in video game trailer editing

COLOR DODGE

Artist | Nanyang Polytechnic (AUG 2020)

- Brainstorm game design for a card game
- Finalised card designs
- Finalised character designs
- Recorded game tutorial video