

Education

Nanyang Technological University Bachelor of Fine Arts

Aug 2019 - Sep 2023

- Learning digital skills such as basic programming and interactive design towards instances such as devices, spaces and narratives.
- Current CGPA: 4.00/5.00

Singapore Polytechnic Diploma in Game Design and Development

Apr 2016 - May 2019

- Director's Honours List Academic Year 2, 2017/2018
- CGPA: 3.69/4.00

Internship Experience

Content Creation, Intern Sidefx Studios

Mar 2018 - May 2018

- Learned Houdini software
- Produced 3D art assets for projects
- Took part in demonstrations and showcases

Work Experiences

Junior Technical Artist Sidefx Corporation

May 2021 - Jul 2021

- Educated on a new platform/extension in Unity
- Designed user experience and content creation in Unity
- Built lighting and texturing in Unity

3D Junior Artist Sidefx Studios

Mar 2019 - May 2019

- Produced 3D art assets for projects
- UV and Texturing 3D art assets in Houdini and Substance Painter
- Took part in demonstrations and showcases

Skills

Tools

3Ds Max, Houdini, Substance Painter, Photoshop, Illustrator, Unity, Wekinator, Arduino, Processing, ZBrush

Languages

Python, C#, C/C++

Academic Projects

Nanyang Technological University Flower Bed

Nov 2021 - Nov 2021

- Programmed communication between python, wekinator, processing and arduino.
- Designed immersive device to recognise and act, based on programmed gestures.
- Learned to implement servo driver and work with multiple servos using servo driver library.

Hillview Story

May 2020 - May 2021

- Learned 2D platform in Unity.
- Designed a narrative platform game to showcase the history and family stories behind Hillview.
- Produced 2D art assets for game

Pirate Puppies

Nov 2020 - Nov 2020

- Learned 3D platform in Unity.
- Applied Photon package to create a 2 player mobile maze game.

Singapore Polytechnic Tanuki no Tabi

Jan 2018 - Nov 2018

- Conceived of a team of six to design the narrative and folklore of the game.
- Identified as Prop Artist, designed and constructed 3D art assets.
- Part of UI creation.
- Coordinated with programmers in game building.

Beep Beep Bumpers

Aug 2017 - Nov 2017

- Conceived of a team of six in creation of a Nintendo switch platform, multiplayer bumper cars game.
- Identified as Prop Artist, designed and constructed 3D art assets.

Seika: Guardian of C3AFA

Jan 2017 - May 2017

- Conceived of a team of six in creation of a Nintendo switch platform, multiplayer bumper cars game.
- Identified as Prop Artist, designed and constructed 3D art assets.

Hobbies and Interest

Cosplay, Makeup, Sewing, Playing music instruments such as Piano, Erhu and Guzheng