

## EXPERIENCE

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| <b>Freelance Artist</b>                                                                                                                                                                                                                                                                                                           | Jan 2025 – Present  |
| <ul style="list-style-type: none"><li>• Produced commissioned anime-style illustrations for international clients</li><li>• Adapted to variety of art requests drawing unique character designs in different shots</li><li>• Communicated with clients to gather feedbacks for revision and consistently meet deadlines</li></ul> |                     |
| <b>VinStudios LLC</b>                                                                                                                                                                                                                                                                                                             | Mar 2025 – May 2025 |
| <b>Character Key Artist</b>                                                                                                                                                                                                                                                                                                       |                     |
| <ul style="list-style-type: none"><li>• Illustrated high quality anime-style key artworks for game characters to be used for icons, live2d animations, promotional and in-game use.</li><li>• Collaborated to ensure consistency with project art style</li></ul>                                                                 |                     |

## INTERNSHIP EXPERIENCE

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| <b>Aviation Virtual Pte. Ltd.</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | May 2023 – July 2023 |
| <b>3D Artist, Intern</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                      |
| <ul style="list-style-type: none"><li>• Produced real world scaled 3d hospital assets for MOHH hospital VR architectural visualisation project</li><li>• Modified and improved base meshes given by clients</li><li>• Collaborated with co-workers to swiftly complete list of required assets before packaging and delivering</li><li>• Modelled and textured bus stop, MRT and LRT train station accurately</li><li>• Populated unity environment with assets and layout according to given references</li></ul> |                      |
| <b>VizioFly Pte Ltd</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Sep 2019 – Jan 2020  |
| <b>2D/3D Artist and Animator, Intern</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                      |
| <ul style="list-style-type: none"><li>• Worked on both client and internal projects</li><li>• Created and animated 2D and 3D assets to be used in different applications</li><li>• Designed UI and produced assets for Royal Durian application and game</li><li>• Rig and animated given 3D mascot character for Ngee Ann Polytechnic AR NPODES application</li><li>• Made realistically textured low poly 3D assets for Padma Resort Legian Hotel VR application</li></ul>                                       |                      |

## ACADEMIC PROJECT

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| <b>Nanyang Technological University</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Sep 2023 – May 2024 |
| <b>Final Year Project – Suit Royale (Anime- Style Card Game)</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                     |
| <ul style="list-style-type: none"><li>• Researched and designed characters inspired by the symbolism and representations of Poker Suits</li><li>• Created game assets such as cards, logos, UIs and VFXs</li><li>• Produced high quality illustrations using a 2D and 3D workflow</li><li>• Collaborated with team-mates to ensure assets created are imported and arranged correctly</li><li>• Provided support in combining VFXs created from spine 2D to Unity gameplay</li><li>• Used a wide range of software including Adobe Photoshop, SAI, Blender, Marvelous Designer, Unity, Spine 2D</li></ul> |                     |
| <b>Temasek Polytechnic</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Apr 2019 – Jul 2019 |
| <b>Final Year Project – Develop mini games for spirometer users</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                     |
| <ul style="list-style-type: none"><li>• Brainstormed and proposed game concepts design and ideas</li><li>• Designed and rendered 2D assets to be imported into Unity</li><li>• Animated 2D assets and create game character sprite sheets</li><li>• Assisted team-mate with technical aid and support for game development</li><li>• Led programming and development of Unity game</li></ul>                                                                                                                                                                                                              |                     |

## EDUCATION

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| <b>Nanyang Technological University, Singapore</b>                                                                                                                                                                            | Aug 2020 – Jun 2024 |
| <b>Bachelor of Fine Arts in Media Art with a Specialisation in Game</b>                                                                                                                                                       |                     |
| <b>Temasek Polytechnic</b>                                                                                                                                                                                                    | Apr 2017 – Apr 2020 |
| <b>Diploma in 3D Interactive Media Technology</b>                                                                                                                                                                             |                     |
| <ul style="list-style-type: none"><li>• Cumulative GPA of 3.42/4.00</li><li>• Received Director's List award for academic year 2018/2019</li><li>• Received Most Improved Student award for academic year 2018/2019</li></ul> |                     |

## **CO-CURRICULAR ACTIVITIES**

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**Nanyang Technological University, Singapore**

**ADM Halloween 2020**

Aug 2020 – Sep 2020

**ADM Sub- Committee Member**

- Edited and photo bashed 2D photos of humans and creatures for horror escape room

**Bedok North Secondary School**

**Girls Brigade**

- Volunteered for charity event at Gardens by the Bay to raise funds by selling handmade bracelets
- Demonstrated strong teamwork and cooperation with squad mates to overcome challenges

## **SKILLS**

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Languages: Proficient in English and Chinese

Digital Skills: Digital painting, Concept Art, Digital Sculpting, 3D modelling, Microsoft Office

Softwares: Adobe Photoshop, Paint Tool SAI, Blender, Cinema 4D, Maya, ZBrush, Unity, C++, Adobe Premiere Pro, Microsoft Office, Words, Excel

## **HOBBIES & INTERESTS**

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Creating digital art (anime-style art, illustrations, fanarts, and character designs), playing video games, watching anime, reading comics