

## EXPERIENCE

### Freelance Artist

Jan 2025 – Present

- Produced commissioned anime-style illustrations for international clients
- Adapted to variety of art requests drawing unique character designs in different shots
- Communicated with clients to gather feedbacks for revision and consistently meet deadlines

### VinStudios LLC

Mar 2025 – May 2025

#### Character Key Artist

- Illustrated high quality anime-style key artworks for game characters to be used for icons, live2d animations, promotional and in-game use.
- Collaborated to ensure consistency with project art style

## INTERNSHIP EXPERIENCE

### Aviation Virtual Pte. Ltd.

May 2023 – July 2023

#### 3D Artist, Intern

- Produced real world scaled 3d hospital assets for MOHH hospital VR architectural visualisation project
- Modified and improved base meshes given by clients
- Collaborated with co-workers to swiftly complete list of required assets before packaging and delivering
- Modelled and textured bus stop, MRT and LRT train station accurately
- Populated unity environment with assets and layout according to given references

### VizioFly Pte Ltd

Sep 2019 – Jan 2020

#### 2D/3D Artist and Animator, Intern

- Worked on both client and internal projects
- Created and animated 2D and 3D assets to be used in different applications
- Designed UI and produced assets for Royal Durian application and game
- Rig and animated given 3D mascot character for Ngee Ann Polytechnic AR NPODES application
- Made realistically textured low poly 3D assets for Padma Resort Legian Hotel VR application

## ACADEMIC PROJECT

### Nanyang Technological University

Sep 2023 – May 2024

#### Final Year Project – Suit Royale (Anime- Style Card Game)

- Researched and designed characters inspired by the symbolism and representations of Poker Suits
- Created game assets such as cards, logos, UIs and VFXs
- Produced high quality illustrations using a 2D and 3D workflow
- Collaborated with team-mates to ensure assets created are imported and arranged correctly
- Provided support in combining VFXs created from spine 2D to Unity gameplay
- Used a wide range of software including Adobe Photoshop, SAI, Blender, Marvelous Designer, Unity, Spine 2D

### Temasek Polytechnic

Apr 2019 – Jul 2019

#### Final Year Project – Develop mini games for spirometer users

- Brainstormed and proposed game concepts design and ideas
- Designed and rendered 2D assets to be imported into Unity
- Animated 2D assets and create game character sprite sheets
- Assisted team-mate with technical aid and support for game development
- Led programming and development of Unity game

## EDUCATION

### Nanyang Technological University, Singapore

Aug 2020 – Jun 2024

#### Bachelor of Fine Arts in Media Art with a Specialisation in Game

### Temasek Polytechnic

Apr 2017 – Apr 2020

#### Diploma in 3D Interactive Media Technology

- Cumulative GPA of 3.42/4.00
- Received Director's List award for academic year 2018/2019
- Received Most Improved Student award for academic year 2018/2019

## **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

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

## **HOBBIES & INTERESTS**

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