



Experience

2D Artist - Mytona Jun 2021 - Present

Designed concepts and produced final artwork for mobile games, including Costume design, set design, UI elements, splash art and marketing materials

Freelance Background Artist - Magnetic Dreams Mar - Apr 2021

Designed and painted Backgrounds for an animated Curriculum
Worked with Art Director to ensure style of the show is consistent and to incorporate existing assets

Freelance Concept Artist - Infinite Studios Nov 2020 - Feb 2021

Designed and painted set designs, characters, props and VFX concepts for a 3D animated childrens series

Freelance Illustrator - Factory1611, Rice Media Feb 2020, March 2020

Worked with art director to conceptualise and execute illustrations for online articles and print media

Background Painter and project manager - Factory1611 Oct - Jan 2019

Painted backgrounds and characters for a 2D animated educational video
Managed a small team of artists to ensure deliverables were done in a timely manner

Project Management Intern - Factory1611 Jan - Jun 2016

Marketing Campaign Project Manager for a photo-book printing brand
Liaised with clients in Singapore and China
Designed print banners, brochures and decorations for physical events
Created and presented pitch decks for meetings
Worked on spatial design and installation at National Gallery Singapore
Completed internship at top 10% of cohort

Education

Academy of Art University Visual Development (MA) 2020 - 2022

Feng Zhu School of Design Diploma in Entertainment Design 2018-2019

Nanyang Technological University Communication Studies (BA hons) 2013 - 2017
GPA 4.47

Skills

Adobe Photoshop, Adobe Illustrator, Adobe Premier Pro, Sketchup, Zbrush, Microsoft Word, Excel, Powerpoint