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Working Experience:

2010-Present Tzai Entertainment

Position: Founder and Developer
Responsibilities: Currently working on online game title "Shmusicup".
I am in charge of the overall production of the game, including the game design, art direction and software architecture.

2008-2010 Rare Limited, Microsoft Game Studios, UK

Position: 3D / Technical Artist
Responsibilities: Worked on published Xbox 360 controller-free title "Kinect Sports".
Responsibilities include 3d asset creation, tools scripting, pipeline and game optimisation, and various technical setups such as water, physics, crowd etc. Also did concepts which set the art vision for the Kinect Sports.
Worked on published Xbox 360 title "Banjo-Kazooie: Nuts & Bolts".
Tasks included 3d modelling/texturing, tools scripting, lighting, technical setups for water, PathEngine markup and physics setup with Havok™ etc.

2004-2008 Freelance Artist while serving National Service and pursuing my Masters degree

Created artwork for games and visualisations. Clients include Orange Gum (mobile games for ESPN and Nokia), ZPixel etc.

2004-2006 Mandatory National Service in Singapore Armed Forces

Position: Media & Graphic Designer / Air Defence Weapons Operator
Responsibilities: Besides air defence duties, I undertook design tasks such as animation for unit work plan videos, video editing, print and graphic designs etc. for my unit.

2004 Nanyang Polytechnic

Position: Development Technologist (Operation Flashpoint Mod)
Responsibilities: 3D modelling / texturing, art supervision and project management.

Capabilities / Skills:

- Specialise in 2D/3D game asset creation (Modelling/Texturing) and technical art
- Experienced and skilled in creating tools, scripting, game setup and optimising game art and pipelines for published next-gen (Xbox 360) titles
- Great understanding of design and technical aspects of next-gen games
- Passion to strive for excellence and desire for improvement
- Able to work effectively in groups and independently on multiple projects and meet deadlines consistently
- Great problem solving and communication skills
- Additional skills include:
 - Flash authoring and Actionscript scripting
 - Animation and Rigging
 - Game design
 - Understanding of C / C++
 - Motion Capture
 - Lighting
- Fluent in English and Mandarin

Education:

- 2006-2007 Masters of Arts in 3D Computer Animation with Distinction**
National Centre for Computer Animation, Bournemouth University, UK
- 2001-2004 Diploma in Digital Media Design with Merit**
School of Design, Nanyang Polytechnic, Singapore
- 1997-2000 GCE 'O' Levels**
Anderson Secondary School

Achievements:

- 2009** 2d digital painting "Luo Yan" published on Ballistic Publishing's character art book "The World's Most Beautiful CG Characters: EXOTIQUE 5" (Page 45, Full page)
- 2007** Exclusive distribution and article coverage of Half-Life 2 mod: 2145 in German magazines PC Action and PC Games. (Issue 7/2007)
- 2006** Accessibility Game "Rollin'" published in the DVD with PC Gamer Magazine UK Edition (March 2006 Issue #159)
- 2005** Accessibility Game "Rollin'" showcased in UK Game Expo 2005
- 2005** Flash Game "An Eye for an Eye" showcased on Noise! Singapore and eRadioClub by MediaCorp Radio
- 2004** Awarded Silver in Crowbar Awards 2004 International & Local Categories (Entry: Mobile Phone Game "Sphere")
- 2004** 1st Overall in Games Development Specialisation, Digital Media Design

Interests / Hobbies:

CG, gaming, sketching, Chinese martial arts, basketball, table tennis, comics.

Referees:

Ms Teo Chor Guan
Programme Director (Singapore-MIT GAMBIT Game Lab)
Media Development Authority of Singapore
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Mr Neill Harrison
Art Director
Rare Limited, Microsoft Game Studios, UK
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