



TAN HAO YUAN ANTHONY

2D GAME ARTIST / GRAPHICS DESIGNER

ABOUT ME

I am a designer but also a videographer/content creator. For now, I can develop a game with Godot Engine. I'm a willing to learn person whenever I faced unknown stuff, I will solve problems with all my might in an intelligent way and absorb that knowledge.

EDUCATION

Liverpool John Moores University
Bachelor of Science, Multimedia Computing
2021 - 2024

YPC International College
BSc. (Hons) Multimedia Computing
2021 - 2024

CONTACT



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<https://Anthomy3000.github.io/>

EXPERTISE

- Good experience with Godot Engine
- Good Communication
- Teamwork
- Capcut experience

LANGUAGE

- English (Fluent)
- Chinese (Fluent)
- Malay (Basic)

SKILLS

- Godot
- Aseprite
- Adobe Illustrator
- Adobe After Effects
- Adobe Animate
- Adobe Indesign
- Adobe Photoshop
- HTML
- CSS
- JavaScript
- SQL
- Video Editing
- Content Creation
- Figma

WORKING EXPERIENCE

Visionary Seed
Kuala Lumpur - Bukit Jalil
Specialised in editing/shooting short video and content creation
4 month