TAN
HAO YUAN
ANTHONY

2D GAME ARTIST / DESIGNER

ABOUT ME

I am a gamer who loves to try many games and uses them as the foundation for developing fun and immersive games. For now, I can develop a game with Godot Engine. I will solve problems with all my might and in an intelligent way.

EDUCATION

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

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

CONTACT

- +6016 - 615 8681
- anthomytan02@gmail.com
- https://Anthomy3000.github.io/

EXPERTISE

- Good experience with Godot Engine
- Good Communication
- Teamwork
- Basic experience with Unreal Engine

LANGUAGE

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

SKILLS

- Godot
- Aseprite
- Adobe Illustrator
- Adobe After Effects
- Adobe Animate
- C Programming
- Java
- HTML
- CSS
- JavaScript
- PHP
- SQL
- Unreal Engine