



# 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/>  
[anthomytan.github.io/](https://anthomytan.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