CLAIRE OUDEA GAN LI

Creative Developer | 3D Enthusiast | Creative Tech

Languages

🇬🇧 Native / 🇫🇷 Fluent / 🇨🇳 Fluent / 🇯🇵 Beginner

🏠 Singapore

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EDUCATION

SUTD (Singapore University of Technology & Design) *August 2020 - May 2024*

- Bachelor of Science (Design & Artificial Intelligence) with Honours
- SUTD Global Merit Scholarship (Awarded to top 10% of cohort)
- Global Leadership Program (Exchange) @ University of California, Berkeley (A/A-)

WORK EXPERIENCE

TECHNICAL ARTIST, SUTD *MARCH 2022 - DECEMBER 2022*

- In charge of VR modelling & animation (Unreal Engine) of car-interior environments to study user-car social interaction
- Conducted user studies and analysing data to improve and optimise solutions
- Produced publication-quality reports

PRODUCT DESIGN INTERN, APOL *AUGUST 2022 - DECEMBER 2022*

- Designed new features for upcoming ergonomic chair model
- Communication with Chinese manufacturers for sourcing of materials and parts

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ACADEMIC PROJECTS

DUKENUS: VR SURGICAL TRAINING GAME *AUGUST 2023 – MAY 2024*

TECHNICAL ARTIST, 3D MODELLER, PHYSICS IMPLEMENTER

- Built a surgical environment in Blender that balanced realism with render-time
- Implemented and adjusted blood VFX and softbody packages in Unity for realistic surgerical effects
- Designed the simulation to suit and complement surgical VR
- Was in charge of problem solving VR and 3D related issues

SPATIAL WORLD: A 2.5D AI CONTROL GENERATOR *AUGUST 2023 – DECEMBER 2023*

ML ENGINEER/DESIGNER

- Tested, explored and debugged different pipelines and models to suit customer needs
- Experimented with Gaussian Splatter, NeRF and other similar 3D AI generators
- Created a pipeline backend linking to a simple Gradio interface and React and ThreeJS app
- Optimised model output with time by toggling variables and testing different control images
- Led and organised the project as group leader

CORNEAL TRANSPLANT: SCRUB NURSE MOBILE GAME *NOVEMBER 2023 – DECEMBER 2023*

TECHNICAL ARTIST, GAME DEVELOPER, 3D ARTIST

- Programmed and built a trolley set-up level in Unity
- Optimised environment and 3D assets in Blender for easy mobile use
- A Functional prototype that was made for a "Game-athon" and completed in 1 week
- Led and organised the project as group leader

SKILLS

PROGRAMMING LANGUAGES

C# | Javascript | HTML | CSS | Python

SOFTWARE

- **3D** : Blender, Zbrush, Fusion360
- **Game Engines:** Unity, Unreal Engine 5
- **Design**: Figma, Procreate, Adobe Photoshop/ Illustrator/Substance Painter
- **Film**: Adobe Premiere Pro
- **Code-less**: Microsoft Office, Notion

INTERESTS

3D AI Mesh Generation 💻/ Cool 3D websites 🎮/ Creative Writing ✍️ / 3D Art 🖼️/ Graphics & Illustration 🎨 / Landscape Embroidery

LINKS

PORTFOLIO:
https://claireoudea.netlify.app/

GITHUB:
https://github.com/ClaireOzzz

SKETCHFAB:
https://sketchfab.com/TheGreyCroissant

LINKEDIN:
https://www.linkedin.com/in/claireoudea/