KIERSTEN
Ong En

UI/UX DESIGNER & GAME DEVELOPER

About Me:

Hi, I'm Kiersten, a game and UI/UX designer pursuing a Diploma in Media, Arts & Design at Singapore Polytechnic. I've had many hands-on experiences in game development, visual design, and interactive systems. I work quickly and precisely, stay highly focused, and take feedback well to refine my work. I'm passionate about creating intuitive, immersive experiences that blend design and gameplay. Whether prototyping or collaborating with a team, I balance creativity with disciplined execution and aim to build meaningful, polished player experiences.

Experience:

Out Of School:

March 2023 - March 2024 | Silver Shell Cafe

- Part-time FnB

Sep 2023 - Present | Google

- Buffet Preparation

Coursework Accomplishments:

April 2024 - Aug 2024 | Mobile Game Development

- Group Project | Game Name: CHICKIA (In my Portfolio)

Education:

2019 - 2022 | Fairfield Methodist Secondary School

- O' Level Certificate

2023 - Present | Singapore Polytechnic

- Media Arts and Design

Skills:

Skill	Level
Procreate	100%
Figma	90%
Photoshop (Ps)	90%
Substance Painter (Pt)	76%
Illustrator (Ai)	85%
Maya	88%
Unity	83%

Portfolio:

https://www.artstation.com/kiers