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:

Sep 2023 - Present | Google

- Catering

Mar 2025 - Aug 2025 | Triggered Games

- Internship
- Roles: Game operations, animator, artist

Most Recent Coursework Accomplishment:

Oct 2025 - Mar 2026 | Final Year Project

- Group Project | Game Name: Mind Warriors - Shared Echos

Education:
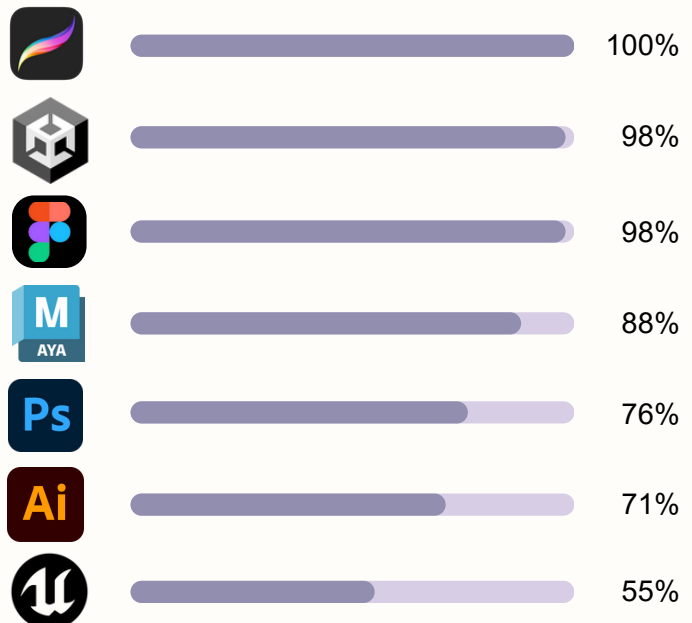
2019 - 2022 | Fairfield Methodist Secondary School

- O' Level Certificate

2023 - Present | Singapore Polytechnic

- Media Arts and Design Diploma

Skills:

Skill	Level
Procreate	100%
Unity	98%
Figma	98%
Maya	88%
Photoshop	76%
Illustrator	71%
Unreal Engine	55%

Digital Portfolio:

https://kierstyy.github.io/index.html