

# Yap Swee En

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## WORK EXPERIENCES

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### The Leadership Institute, Illustrator Intern

Dec 21 to Jan 22

- Designed 50+ game assets, including avatar shirt logos and location icons, using Illustrator
- Assembled animation, audio and script into a finished product for children's educational videos
- Performed game testing and provided feedback on critical issues

### International Design Centre, Intern

May 21 to Sept 21

- Animated a sample tutorial video on using the self-checkin kiosk at Changi Airport
- Created insightful survey illustrations to aid in understanding
- Produced an illustration on Changi Airport staff, which is scheduled to be published in the Transportation Research Part A journal
- Investigated user needs and preferences by conducting interviews with the SUTD cleaning staff

## ACADEMIC RESEARCH PROJECTS

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### Singapore University of Technology and Design

Singapore

#### Pack-It: Luggage Packing Mobile Application, UI/UX Designer

Jan-Apr 22

- Designed a packing mobile application with social features for easy list-sharing
- Conducted 3 rounds of user testing with paper, low-fidelity and high-fidelity prototypes
- Evaluated the prototypes using the 10 Usability Heuristics and cognitive walkthrough

### Singapore University of Technology and Design

Singapore

#### SUTD What The Hack 2021, UI/UX Designer

Sept 21

- Spearheaded a group of 3 for a 24-hour software & hardware hackathon
- Developed the wireframe for a carpooling application to reduce carbon footprints by travelers

### Singapore University of Technology and Design

Singapore

#### SingHealth Retail Management App, Front-end Developer

Jan 21 to Present

- Co-designed a web application in a team of 4 to digitalize the process of SingHealth retail checks
- Implemented the user interface using React Native, Firebase and SQL

### Singapore University of Technology and Design

Singapore

#### Finance Management Mobile Application Design, Front-end Developer

Sept 20 to Dec 20

- Created an Android application in a team of 5 using Java and Android Studio
- Implemented machine learning for text recognition, as well as data visualization

### Singapore University of Technology and Design

Singapore

#### FPGA Game Design, Programmer

Sept 20 to Dec 20

- Built a Beta CPU on the FPGA with a team of 5 to replicate the functions of CU, ALU, registers, etc.
- Successfully programmed an obstacle game using the Beta CPU built and assembled the hardware

### Singapore University of Technology and Design

Singapore

#### Trivia Quiz Design, Programmer

Oct 20 to Nov 20

- Successfully coded for a trivia quiz game using Kivy

## OTHER PROJECTS

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### Portfolio Website Building

Singapore

#### UI Designer

May 22

- Designed a puzzle game in a team of 4 using Unity

### Project Zero

Singapore

#### Game Developer

Feb 20 to Apr 20

- Designed a puzzle game in a team of 4 using Unity

## ADDITIONAL INFORMATION

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- Programming: Python, Java, C, React, HTML, CSS
- Illustration: Illustrator, Clip Studio Paint, ibispaint
- Video Editing: Adobe Premiere Pro, Filmora, Kdenlive
- Language: Fluent in English and Mandarin, Basic Conversational in Japanese (JLPT N5)