## Yap Swee En

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Or visit my portfolio here

## WORK EXPERIENCES

## 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 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 guiz game using Kivy OTHER PROJECTS **Portfolio Website Building** Singapore UI Designer & Developer May 22 Designed and coded my personal portfolio website using HTML and CSS **Project Zero** Singapore

Feb 20 to Apr 20

## ADDITIONAL INFORMATION

Game Developer

- Programming: Python, Java, C, React, HTML, CSS
- Illustration: Illustrator, Clip Studio Paint, ibispaint
- Video Editing: Adobe Premiere Pro, Filmora, Kdenlive

Designed a puzzle game in a team of 4 using Unity

Language: Fluent in English and Mandarin, Basic Conversational in Japanese (JLPT N5)