**Mentee Information for Mentorship**

**TomoWork Talent Acceleration Programme**

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| Name | Ng Ee Ping | | |
| Institution | Republic Polytechnic | School | STA |
| Diploma | Game Design | Graduation Year | 2022 |

My Self-Introduction

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| My name is Ng Ee Ping, an alumni of republic Polytechnic. I am someone who has a passion of arts and video gaming for years. Currently, I am planning to get a full time job that will let me find a means to make ends meet. |

My Educational Background

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| I studied in Juying Primary school from 2009 to 2014, Boon Lay Secondary School from 2015 to 2018, and Republic Polytechnic from 2019 to 2022. |

My Skills

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| I am skilled in digital art and a bit of minimalistic pixel art. I am planning to master programming due to adequate skills. I am also slightly good in household stuff such as cooking and cleaning up. I also enjoy typing in documents, as in, writing. |

My Work Experience (including Internship)

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| I have taken a series of part time jobs, including F&B. I also had an internship late 2021-febuary 2022, as the final semester as a student. |

Industries I’m Interested and Why

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| I would love to join the game industry as I enjoy the multiple outcomes and plot twists when narrating stories. Because I was unable to decide on one ending, I believe that games will make a big sense for me to tell stories. |

Jobs and Roles I’m Interested and Why

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| I would not mind taking any job in game industry as long as I got accepted, because I want to get involved as much as possible. Preferably, one that would involve doing art of any sort. I am happy to animate 3d stuff as well. |

Questions to my Mentor

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| 1. How to guarantee successful employment. 2. Tips to succeed in interview. 3. Inspiration for improving portfolio and resume. |