**Mentee Information for Mentorship**

**TomoWork Talent Acceleration Programme**

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| Name | Christopher Lim Zhan-Xin | | |
| Institution | Nanyang Polytechnic | School | School of Interactive & Digital Media |
| Diploma | Diploma In Animation | Graduation Year | 2019 |

My Self-Introduction

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| I am Christopher Lim Zhan-Xin.  I am a 2D generalist, and I aspire to be a cartoonist, illustrator, or graphic designer.  I create 2D-related digital artworks utilising both traditional and digital drawing methods and have experience in graphic design and creating digital graphics, designs, and icons. |

My Educational Background

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| * 2016-2019   Nanyang Polytechnic  School of Interactive & Digital Media  Diploma in Animation   * 2012-2016   Bedok Green Secondary School  Express stream  GCE ‘O’ Levels |

My Skills

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| I am proficient in the use of:   * Affinity Photo * Affinity Designer * Adobe Photoshop * Adobe Illustrator * Adobe Premiere Pro * After Effects * Nuke * Various traditional art methods, e.g., Water colour pencils, markers, and pencils |

My Work Experience (including Internship)

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| **Work**   * Dec 9th, 2020- March 11th, 2022   2D Designer  Unpossible Fitness  Notable works:   1. Ant logo redesigns for mask marketing. 2. Remake of the Unpossible Website 3. “Women in martial art poses” logos for “Girl Can Fight,” program.  * July 19th, 2020- Present   T-shirt Art Designer  Quid Limited Liability Partnership  Notable works:  T-shirt designs marketing   * July 2019- May 2022   Graphic Designer  Jubilee Church Singapore  Notable works:   1. Pamphlet for the mid-autumn festival event. 2. Flyers for the JSeed event. 3. Designs for the Jubilee Church Children Camp’s campaign.   **Internship**   * November 2018-February 2019   2D Generalist  Trampolene Limited  Notable works:   1. Four artworks that expresses a person with special needs going through life. 2. Two video clips for the development of the AHEAD campaign videos. |

Industries I’m Interested and Why

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| I’m interested in the art industry, media industry and design industry.  I can get the opportunity to display and present my art works to the public in the art industry.  I can contribute as a cartoonist and illustrator for comics and storybooks or a 2D artist of a film/show/cartoon production if working in the media industry.  I can contribute as a graphic designer and create art concepts for designs in the design industry. |

Jobs and Roles, I’m Interested and Why

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| I’m interested in becoming a cartoonist, illustrator, graphic designer and 2D generalist.  My interests in different medias such as comics, graphics and illustrations have inspired my imagination and creativity for art.  Digital arts and graphics have fascinated me in the recent years, and I find making art with digital software very convenient and enjoyable.  I have a fascination for storybooks and fantasy fiction [including fantasy creatures] which inspire me to create ideas with fantasy and story-related themes. |

Questions to my Mentor

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| 1. What advice would you give your younger self on career planning and life? 2. What was the most significant change from school to work? 3. What mindset should I adopt to help me cope with the school to work transition? 4. Is passion a critical factor when deciding which role in aiming for? 5. How can I improve my resume or CV? 6. How can I stand out from the other candidates? 7. How do I know my duties and responsibilities when applying for a job or once I’ve been accepted? 8. How can I keep myself motivated along the way in my work or studies? 9. How do you bounce back from failure & keep your spirits high? 10. What are the most critical soft skills to work on right now? 11. How can I improve my soft skills, such as problem solving & communication? 12. Do you have any tips on learning something new more efficiently? 13. How do I identify a good company and role to aim for to suit my goals? 14. How do I ask for guidance to work on something that I’m not familiar with within the company? 15. What are your tips for building a better relationship with my colleagues & superiors in Work-from-home times? 16. When is the best time to discuss the accommodations with the potential employers? 17. How can I avoid discrimination when a colleague learns of my disability? Are there processes put in place to create an inclusive work environment? |