**Mentee Information for Mentorship**

**TomoWork Talent Acceleration Programme**

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| Name | Lang Yixing | | |
| Institution | Nanyang Polytechhnic | School | School of Design & Media |
| Diploma | Game Development & Technology | Graduation Year | 2023 |

My Self-Introduction

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| Hello, I am Lang Yixing.  I am currently a student studying Game Design & Technology at Nanyang Polytechnic. I specialise in C++ and C# programming, game design and game conceptualisation. I'm passionate about conceptualizing and designing video games from the ground up, as I like to be innovative in creating new video games that are unique and engaging to anyone who plays them. |

My Educational Background

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| **Nanyang Polytechnic**  Diploma in Game Development & Technology  April 2020- April 2023  **Pathlight School**  O’Level Certificate  January 2008 – November 2019 |

My Skills

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| * C++ & C# Programming * Unity Game Engine development * Project management & and version control (Git and GitHub) |

My Work Experience (including Internship)

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| * **Aging Research Institute for Society & Education (Researcher & Programmer)** 29th August 2022 – 18th November 2022 * **Guzman Y Gomez (Part-time Service Crew)** Currently employed starting from 1st March 2023 |

Industries I’m Interested and Why

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| * **Video Game Industry** Growing up, I played a large variety of video games. From this childhood experience, I developed a passion and love for designing and developing my own video games, and I hope that I can use my creativity and design skills to develop video games for players to play. * **Advertising Industry** I sometimes like to watch various advertisements from the past such as The Cog by Honda, Smell like a Man, Man commercials by Old Spice, The Walk-In Fridge by Heineken and any commercials with products being promoted by either Billy Mays or Anthony Sullivan. These ads are eye catching and creative in the ways they promote their products, which is why I believe that with my design skills, I can design advertisements that are just as attention grabbing as the ones I like to watch. |

Jobs and Roles I’m Interested and Why

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| * **User Experience / Game Designer** Being a creative person who loves to play and design unique video games, I believe that I have the capabilities and qualities to design User Experiences and Games that can grab the attention of virtually anyone. * **Marketer** If given the opportunity, I would also love to work in any roles such as advertisement production and market analysis that are part of the advertising industry. Given my creative qualities and design skills, I am confident that said qualities and skills of mine would be of great use in creating attention grabbing advertising campaigns. |

Questions to my Mentor

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| * How do you manage stress and pressure at work or on a project? * What is your work environment like? |