**Mentee Information for Mentorship**

**TomoWork Talent Acceleration Programme**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Jacob Tan | | |
| Institution | Nanyang Polytechnic | School | Design and Media |
| Diploma | Animation and Visual Effect | Graduation Year | May 2023 |

My Self-Introduction

|  |
| --- |
| My name is Jacob and I studied in Nanyang Polytechnic. Since I was six years old, I love to do drawing and I especially like to draw dinosaurs. When I graduated from secondary school, I wanted to apply for ITE central where I could learn more about digital art. However, when I first applied to ITE, I didn’t get accepted. So, in 2011, my parents helped me find a job. I enrolled in a part time course to improve on my writing, language and art skills. After working part time and focusing on my art skills, I re-applied for the same course in 2016. I finally got in and studied in the course for 2 years. In 2018, I continue further studies in Higher Nitec in “Games art and design”. I then applied to attend poly and got into Nanyang Polytechnic to study “Animation and Visual Effects”. My dream is to work with “Lucasfilm” as an animator. |

My Educational Background

|  |
| --- |
| * APSN Chaoyang School * APSN Tanglin School * APSN Delta senior school * ITE Central Nitec (Animation) * ITE Central Higher Nitec (Games art and Design) * Nanyang Polytechnic (Animation and Visual Effects) |

My Skills

|  |
| --- |
| * 3D modelling (Maya, Zbrush ) * Concept art of characters * Software's (Adobe, photoshop, Substance, Premiere Pro and After Effect). |

My Work Experience (including Internship)

|  |
| --- |
| * First internship was in F&B at Pizza Hut - 2013. * Usher at Cathay Cineplex – 2014 to 2015 * At ITE (Institute of Technical Education) Higher Nitec, I interned at ST Engineering in 2019. * At Nanyang Polytechnic Animation and Visual Effects, I interned at Wunderman Thompson in 2022. |

Industries I’m Interested and Why

|  |
| --- |
| * Lucasfilm, where I can focus on 3D animation and modelling. I dreamt of working with that company because I have watched shows on how and what they do there when making movies like Stars Wars, pacific rim and others. * Metaverse, I can learn the basic of 3D animation and modelling |

Jobs and Roles, I’m Interested and Why

|  |
| --- |
| UI/UX/ Game designer. I would like to apply what I learnt in animation and visual effects to contribute to game design and animations. |

Questions to my Mentor

|  |
| --- |
| Would they help to improve on my skills in communicating with others?  How to mentally move on when I make a mistake at work? |