**Mentee Information for Mentorship**

**TomoWork Talent Acceleration Programme**

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| Name | Willie Lee | | |
| Institution | Republic Poly | School | School of Technology  for the Arts |
| Diploma | Game Design | Graduation Year | 2023 |

My Self-Introduction

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| Hi, my name is Willie. I am a student at Republic Polytechnic. I am currently studying Game Design and going to graduate this year. I am interested in gaming. |

My Educational Background

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| Studied in Visual Effect in ITE Collage Central back then in 2013, then went to National service, and got to Higher Nitec in IT System and networking at Collage West got a pretty good GPA and got to Game Design course in Republic Polytechnic. |

My Skills

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| Drawing, 3D modelling, Repairing of household item, repair phone, macro scripting, Gaming, Streaming, fixing of general items, troubleshoot things almost anything I have come across. |

My Work Experience (including Internship)

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| House to house Broadband Technician Higher Nitec Internship  Video Production Polytechnic Internship. |

Industries I’m Interested and Why

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| Any indie game industry. I think I can cope well with people who are also new. |

Jobs and Roles I’m Interested and Why

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| 3D modelling, Assets creation, 2D Character artist. I am pretty good in 3D modelling / Assets creation. For 2D Character artist, I think I need to practice more in terms of the proportion and the ability to draw on the spot without the need of reference. |

Questions to my Mentor

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| I am pretty good at a lot of things, but I am not sure what I should add to my Resume / Portfolio. Also I need to know how does work do, I am stress at the task I am going to take. I don’t want to be tasked to do things I am unable to do. |