

HERMIONE SEE

Computer Science in Interactive Media and Game Development

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PROFESSIONAL SUMMARY

I have always been fascinated by games that blend creative storytelling with engaging gameplay experiences. This curiosity grew into a passion for game design, where I aim to craft meaningful player experiences through balanced mechanics and immersive worlds in level design. Pursuing a degree in Computer Science in Interactive Media and Game Development has strengthened my skills in game systems, level design, and prototyping, allowing me to bridge creativity with technical implementation.

EDUCATION

Computer Science in Interactive Media and Game Development

Aug 2023 – Present

Singapore Institute of Technology (SIT) / Digipen (Singapore)

- Introduction to Game Design | Introduction to Design Innovation | Level Design

Diploma in Digital Design and Development

Apr 2020 – Feb 2023

Republic Polytechnic (RP)

- Fundamentals of Design | Immersive Technologies

SKILLS

Design: Photoshop, Illustrator, XD, Canva, Figma, Blender

Programming: C, C++, Java, HTML, CSS

Game Engines: Custom C++ Engine, Unity

PROJECTS

Individual Project | One Million Campaign

May 2025 – Jun 2025

- Designed a 150 × 150m RPG game map with a custom residence as the starting area, incorporating narrative setting, quest flow, and environmental storytelling.
- Developed a detailed level layout and resource distribution plan in RPG Map Editor 2 to ensure balanced gameplay and progression.

Collaborator | Whispers of the Garden

Jan 2024 – Apr 2024

- Collaborated in a team of five to design an educational card game for psychology undergraduates, enhancing engagement and reinforcing learning through interactive play.
- Contributed to game mechanics, content design, and prototyping to align gameplay with educational objectives and user engagement goals.

Programmer | Purr-suit of Home

Jan 2024 – Apr 2024

- Collaborated in a team of 5 to develop a 2D action game in C++ using DigiPen's Alpha Engine, inspired by Crossy Road, delivering a fun and fast-paced gameplay experience.
- Designed key visual assets to establish a cohesive and appealing game aesthetic.
- Contributed to level design by refining gameplay flow and environmental layout, enhancing player engagement and progression.

CO-CURRICULAR ACTIVITIES

Vice President | Student Advisor

Jan 2021 – Jan 2022 | Jan 2022 – July 2022

Republic Polytechnic Art.titude IG

- Managed administrative tasks, including attendance tracking, cast lists, and documentation, to ensure smooth club operations.
- Planned weekly activities and organized both physical and virtual events to enhance member engagement and participation.