

HERMIONE SEE

Computer Science in Interactive Media and Game Development

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PROFESSIONAL SUMMARY

I have always been intrigued by intuitive and engaging user interfaces that create immersive experiences. This curiosity grew into a passion for UI/UX design, where I aim to understand user needs and craft clear, functional, and visually engaging experiences. Pursuing a degree in Computer Science in Interactive Media and Game Development has strengthened my skills in interaction design, prototyping, and design tools that bridge creativity with technology.

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)

- UI/UX Design for Apps | Front-End Web Development | Fundamentals of Design

SKILLS

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

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

Game Engines: Custom C++ Engine, Unity

PROJECTS

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 some key visual assets for the game to establish a cohesive and appealing game aesthetic.
- Contributed to level design by refining gameplay flow and environmental layout, enhancing player engagement and progression.

Designer and Programmer | Key Word Sign FYP

Jan 2022 - Aug 2022

- Collaborated in a team of four to develop an Android learning app for MINDS Singapore that teaches local sign language to improve communication accessibility with people that have communication difficulties.
- Designed UI/UX components, including storyboards and high-fidelity prototypes, to deliver an intuitive and engaging learning experience.

Co-Leader | Your Playful Garden Piano Painting

Feb 2022 - May 2022

- Planned and designed visual concepts for the piano project, collaborating with team members to align on a unified artistic vision.
- Led and coordinated team efforts throughout the painting process, ensuring efficiency, consistency, and strong collaboration to deliver a visually striking final piece.

CO-CURRICULAR ACTIVITIES

Vice President | Student Advisor

Jan 2021 - Jan 2022 | Jan 2022 - July 2022

Republic Polytechnic Artitude 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.