

LIVINIA POO

ABOUT ME

HI! I'M A YEAR 3
IMMERSIVE MEDIA
STUDENT FROM Ngee
Ann Poly who loves
developing games
and 3D modelling

Student



CONTACT

EMAIL

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PORTFOLIO

[HTTPS://LIVINIAPOO.GITHUB.IO
/WORKS-PORTFOLIO](https://liviniapoo.github.io/works-portfolio)

WORK EXPERIENCE

LITTLE FARMS | 2023-PRESENT

Retail Associate (Part-Time)

WORKED VARIOUS SHIFTS DURING
HOLIDAYS/BREAKS AS CASHIER, RESTOCKING
AND MAINTAINING CLEANLINESS

KEY PROJECTS

SOLACE OF SERVICE (2025)

Unity VR

VR GAME SIMULATING ADMIN
WORKER IN THE MSF

ALPHAPOP (2024)

Unity AR

VOWEL FLASHCARDS APP
TEACHING WITH 3D MODELS

SUDOKU! (2024)

Unity 2D

SIMPLE SUDOKU GAME USING REALTIME
DATABASE FOR PUBLIC LEADERBOARD AND
PROFILE

SKILLS

AUTODESK MAYA
(GOOD)

SUBSTANCE PAINTER
(INTERMEDIATE)

ADOBE ILLUSTRATOR
(INTERMEDIATE)

UNITY
(INTERMEDIATE-GOOD)

CANVA
(GOOD)

HTML, C#
(INTERMEDIATE)

FIGMA
(GOOD)

CERTIFICATIONS

UNITY CERTIFIED ASSOCIATE GAME
DEVELOPMENT

Attained in 2025

EDUCATION

NGEE ANN POLYTECHNIC | 2023-2026

Diploma in Immersive Media

CRESCENT GIRLS' SCHOOL | 2019-2022

GCE O'Level

RAFFLES GIRLS' PRIMARY SCHOOL |

2013-2018

PSLE