

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

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AVE 6**

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

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

ALPHAPOPOP (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 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