

# 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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ADDRESS

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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

### 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 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*