



Hardworking and interested in graphic design, illustration, and 3D modelling. Competent in both hand drawing and programming. Keen to learn new software skills and implementing them in projects.

SKILLS



PROCESS

Research
Ideation
Illustration
Sketching
Storyboarding



DESIGN

Photoshop
Illustrator
Paint Tool SAI
After Effects
Premiere Pro



3D

Sketchup
Solidworks
Maya
ZBrush



PROGRAMMING

HTML & CSS
Eclipse Java
Processing
Arduino
Unity

EXPERIENCE

WRITER, ILLUSTRATOR

FALL 2015

D32 - A MULTILINEAR INTERACTIVE DIGITAL NOVEL

GOAL

Create a multi-linear narrative digital novel determined by user's decisions.

TASKS

Engaged in team script writing, illustrated 15 environment cut scenes, and designed interaction mechanics for user immersion. Collaborated with an artist, animator, and programmer to complete the project within a month.

RESULT

D32 features 9 different endings that are dependent on the user's dialogue decisions with the two main characters.

Academic | Team of 4 | Paint tool SAI | Java Eclipse

DESIGNER, CODER

FALL 2014

BURNABY GOLF RESPONSIVE WEBSITE

GOAL

Revamp and redesign hierarchy of the older Burnaby Golf website

TASKS

Conceptualized and created sitemaps, web layouts, flowcharts, and hosted 8 sessions of intended demographic user testing via interviews.

RESULT

Created a website of 6 responsive pages fit for both web and mobile devices

Academic | Team of 3 | Axure | HTML | CSS | Java Script

GRAPHIC DESIGNER, 3D MODELLER

FALL 2014

STONE & FEATHERS SPATIAL DESIGN BUILDING

GOAL

Design a building, the living spaces within, and the exterior environment to appeal to and fit the modern city nomads.

TASKS

Brainstormed 3 central themes of the building. Sketched and built multiple iterations using paper, clay, and 3D software. Final design built in Sketchup, which was rendered and edited in Photoshop.

RESULT

A furnished set of 2-story buildings with 4 rooms, lounge, and working area modeled in Sketchup which are based on the theme of "stone & feather".

Academic | Team of 5 | Sketchup | Adobe Illustrator

GRAPHIC DESIGNER

FALL 2013

MR&MS CAFE BRANDING BOOK

GOAL

Collaborate with a business student in creating a fictitious company to design a branding book and merchandises for.

TASKS

Sketched and designed logo, business card, letterhead, and logo applications on merchandise examples. Assisted in the branding and incorporation of company's values upon design

RESULT

A 7 paged branding book detailing the brand's identity, personality, mood, colour scheme, typography, and various logo application examples.

Academic | Team of 2 | Adobe Illustrator | Adobe Photoshop



EDUCATION

Simon Fraser University
School of Interactive Arts and
Technology (SIAT)
Fall 2013- present

INTERESTS



BIKING



HIKING



NOVELS



GAMES



ANIMATION



DRAWING



MOVIES



HISTORY

COMMUNITY

ILLUSTRATOR 2013-PRESENT

ARADIED

GOAL

Continue to grow own creative brand in its 4th year of creating fan art merchandises and commissions through own start up business.

TASKS

Design and manage fan merchandise and art prints for personal online shop and art conventions in the Lower Mainland as well as the States. Actively collaborate in art books organized by online artists.

Personal Project| Individual| Paint Tool SAI, Photoshop, ClipStudio

GRAPHIC DESIGNER SUMMER 2015-SPRING 2016

SFU "YOUNG WOMEN IN BUSINESS" CLUB, GRAPHIC DESIGN TEAM

GOAL

Promote the club's activities, events and brand on social media.

TASKS

Communicate with design team and club executives to fulfill the design briefs and to consult, revise, and complete the social media banners. promotinal videos, and recruitment packages within deadlines.

RESULT

6 promotional banners were made for Facebook, Instagram, Twitter, and email newsletters. Recruitment package and promotional video was also shared on those accouts

Volunteer| Team of 6 | Adobe Illustrator | Adobe Photoshop

ILLUSTRATOR, DESIGNER SPRING 2015

SURREY PUBLIC BANNER, CONTEST WINNER

GOAL

Design matching banners of 2 different formats that focuses on the theme of "water".

TASKS

Researched, sketched and went through design concept cycle and re-iterations to get to 2 final design pieces completed within a month.

RESULT

Winning design "Cycle" was chosen amidst more than 40 submissions from 20 artists. Banners are currently still up on several roads in Surrey.

Contest| Individual| Adobe Photoshop| Paint Tool SAI

ILLUSTRATOR FALL 2014

MINICOMI ART MARKET, RUNNERUP MASCOT

GOAL

Redesign 3 mascot characters that will be used in pamphlets and flyers for the Minicomi Art Market.

TASKS

Sketched multiple concepts, drew line art, and coloured

RESULT

Illustration was implemented as promotional cards at several manga and comic conventions

Contest| Individual| Paint Tool SAI