

SEYVAQ SINGH

TECHNICAL ART DIRECTOR



INFO

EMAIL

hello@seyvaq.com

WEBSITE

www.seyvaq.com

LOCATION

Batu Caves, Selangor, Malaysia

SOFTWARE COMPETENCIES

DESIGN

Adobe Creative Suite
Figma
Davinci Resolve
Blender
Autodesk 3ds Max
Substance Designer

DEVELOPMENT

HTML/CSS
React.js
WordPress
Laravel
Git
Python

PRODUCTIVITY

Microsoft Office Suite
Google Suite
Atlassian Software Suite
Slack
Notion

MISC.

Ableton Suite
FTP Clients
Windows, macOS, Linux

CERTIFICATIONS

Adobe Certified Associate
in Photoshop, Illustrator

Google Analytics,
Project Management, SEO,
Advertising, AdSense

OTHER AREAS OF INTEREST

Automation
Artificial Intelligence
Fabrication
Internet of Things

COOL THINGS I'VE DONE

Built and distributed solar-powered tech to underprivileged families in East Malaysia.

Shared a house with a Russian raw-fruitarian cult for half a week in Sochi.

Obtained a document certifying me as a Professional Ostrich Rider.

EXPERIENCE

2021 -
PRESENT

HEAD OF DESIGN AND DEVELOPMENT

VANDURE

Built an application with Laravel/React.js that shipped to users. Provided direction and vision for the team as it grew, using data and analytics to infer actionable insights. Coordinated teams and led stand-ups to ensure product development schedule adhesion as per Agile methods.

2019 -
2022

CREATIVE DESIGN LEAD

BRICK HOUSE GROUP

Started as a solo graphic designer working on multiple brands including Brick House Group, Pokok.KL, the Lakehouse Cafe, and Daun.KL. Established early brand guidelines and direction, which led to easier adoption of the style of each brand by new designers. Built a multidisciplinary team composed of designers, photographers, videographers, and writers to develop the brands and engage in marketing activities across multiple platforms. Actively hired and trained new designers, instilling best practices and establishing efficient workflows. Introduced new technologies to existing workflows for efficiency.

2018 -
2018

VISUAL GENERALIST

Q+ DIGITAL

Built an in-house graphic design team by being actively involved in recruiting and training of new designers. Established industry-standard technologies as common use within the company. Automated repetitive processes for ease of review for management. Worked with clients such as Adidas, Fox, and BMW.

2017 -
2018

GAME DESIGNER

APPXPLORE

Worked on 2 titles -- Crab War and Light A Way -- as well as pitched concepts for sequel to Crab War. Worked primarily on QA and testing, but was involved in the design of Light A Way, which was in its infancy at the time. Developed the soundscape of Light A Way as well, liaising with sound engineers and composers.

EDUCATION

2017

BACHELOR IN GAME DEVELOPMENT (HONS)

KDU UNIVERSITY COLLEGE

AWARDS

2020

ADOBE AWARDS 2020, 'ONE PEOPLE'

1ST RUNNER UP, BRANDING AND ART DIRECTION

2017

BEST STUDENT GRAPHIC, DESIGN AWARD

ANIMANGAKI

2016

ADOBE DTW 'THE FUTURE IS YOURS' AWARD

AWARDED 1ST PLACE, ASIA REGION

2014

BEST OF DESIGNCROWD DESIGN ROUND-UP

BEST GRAPHIC, WEB DESIGN

HACKATHONS

2021

RHB GET YOUR HACK ON 2021

RHB BANK HACKATHON

2021

NFTHACK BY ETHGLOBAL

CRYPTO-BASED HACKATHON

2017 -
PRESENT

GLOBAL GAME JAM

ANNUAL GAME JAM

2016 -
PRESENT

LUDUM DARE

BI-ANNUAL GAME JAM