

Syafiqah Zailani

2D Generalist

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Skills

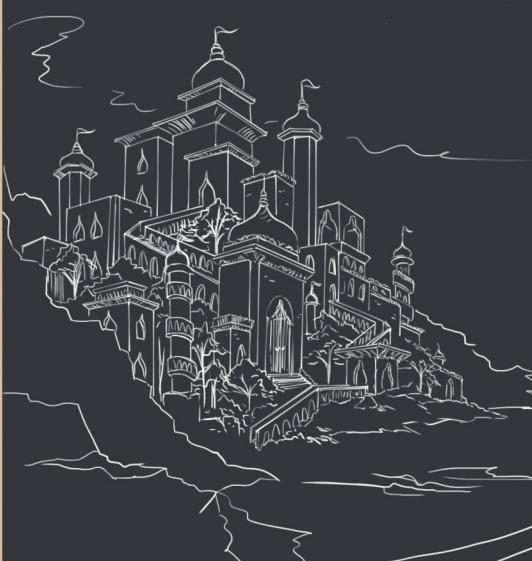
Photoshop	● ● ● ○ ○
Illustrator	● ● ○ ○ ○
3DS Max/Maya	● ● ● ○ ○
Unreal Engine 4	● ● ○ ○ ○
Premiere Pro	● ● ● ○ ○
After Effects	● ○ ○ ○ ○
Substance Painter	● ○ ○ ○ ○

Achievements

DigiPen Game Awards

2018 - Finalist

Best 3D Visual Design



About Me

A passionate, self-motivated individual that leverages upon a unique skill set to value-add and contribute on business objectives.

Strives to be versatile and to always maintain a high level of curiosity so as to continue growing as an artist.

Education

2014 - Present	DigiPen Institute of Technology, Singapore (SIT) Bachelor of Fine Arts in Digital Art and Animation Expected date of graduation: December 2019
2012 - 2014	Republic Polytechnic Diploma in Design for Interactivity

Experience

2019	UTS Printing and Publishing Services Singapore Freelance Illustrator - Illustrated a children's story book titled "Rupa Musuh".
2017 - 2019	ARTARY Limited Freelance Teacher - Teach students aged 3 to 14 year old on their art assignment of the week. - Assist the duty teachers in preparing for the incoming week's art assignment.
Nov 2013 - Jan 2014	Jurong Health @ Alexandra Hospital Internship - Assistant Multimedia Specialist - Liased with the staffs to create educational materials for their reference. - Photographer and videographer for staff events.

School projects

Temple of Horus - 3D Environment Showcase (2019)
Led a team of 3 in designing a 3D environment. Planned the lighting and created visual effects to further enhance the mood of the final environment.

Preternatural - 3D horror game (2018)
Created concept arts to visualize the mood and lighting of the game. Designed, modelled, textured and animated the antagonist of the game.

Darkness - 2D Animation Short (2017)
Designed and painted the environment of a 2D animation. Led the other artists to ensure consistency of the environment art.