



ABOUT ME

I've loved art since I was young, mastering crayon drawing at 5 and diving into water-color painting at 10. I'm most confident with watercolors, where I express my ideas best.

I'm determined to keep learning new skills, and get better at what I do. In the future, I want to gather lots of experience and achievements to become a skilled professional in both art and gaming design.

My goal is to create cool things for this exciting industry and keep getting better at what I love doing.

LANGUAGES

ENGLISH ●●●●●●●●●●

MALAY ●●●●●●●●●●

CHINESE ●●●●●●●●●●

CONTACT INFO



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Gemas, Negeri Sembilan



<https://weijietan99.github.io/>

TAN WEI JIE

Bachelor of Design with Honours

I'm a recent Game Design graduate from UPSI, with one year of working experience in graphic design. Throughout my four years of study, I've developed strong skills in Unity, Blender, Adobe Photoshop, Premiere Pro, and other common design tools. I also explore using AI in creative workflows.



WORK EXPERIENCE

Freelancer

2022

- Commissioned by UPSI Chinese Society to design an online 3D exhibition.
- Engaged to create educational animation videos.

CreativeTank

Mar 2023 – Aug 2023

- Completed 6-month industrial training as a 2D game developer.
- Used Unity, Photoshop, and Illustrator to create map icons, debug gameplay, animate characters, and set up in-game tasks.
- Voiceover for NPCs in the game 'Dapur Mili'.
- Created a 3D logo for Dapur Mili using Blender.
- Contributed to the LNG project by creating 3D assets for data analysis and fixing rigging issues on the LNG engineer character.
- Participated in the Program Animasi Blender by MDEC as a photographer for CreativeTank and assisted instructors in teaching Blender basics to teachers nationwide.
- Developed a simple VR project in Unity for a colleague's company.

Sin Chew Media Corporation Berhad

March 2024 - April 2025

- Editor of youth publication Xue Hai.
- Edited the front page of the youth newspaper every Friday.
- Managed uploading of online news editions.
- Head of student journalists in the KI area.
- Organized student activities including interviews, video production, and camp preparation.



EDUCATION

Sekolah Menengah Kebangsaan Gemas

2012-2016

SPM

BM (C+), BI (D), PMoral (B+), Sejarah (B), Maths (A), P.Seni (B+), AddMaths (C+), Physics (D), Chemistry (E), Biology (E), BC (A-)

Sekolah Menengah Kebangsaan Tuanku Abdul Rahman

2017-2018

STPM (CGPA 2.83)

Pengajian Am (A-), Geografi (B), Ekonomi (C+), Pengajian Perniagaan (C+)

Universiti Pendidikan Sultan Idris (UPSI)

2019 – 2023

DEGREE (CGPA 3.74)

Bachelor of Design (Digital Games) with Honours (AC33)

SKILLS

Graphic Design ●●●●●●●●●●

Video editing ●●●●●●●●●●

Game Design ●●●●●●●●●●

Game Development ●●●●●●●●●●

SOFTWARE

