



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



CONTACT INFO

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Gemas, Negeri Sembilan

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

TAN WEI JIE

Bachelor of Design with Honours

I am a fresh graduate gaming design student from UPSI. In these 4 years of studies, I have mastered Unity, Blender, AI, PS, PR and some other common design adobe software with certain knowledge.



WORK EXPERIENCE

- Freelancer

2022

 - I serve as the Design Team Leader for 30-Hour Frmine and I'm also responsible for editing the event video.
 - Engaged by the Chinese Society UPSI to Design an Online 3D Exhibition.
 - Engaged to create educational animation videos.
- CreativeTank

Mar 2023 – Aug 2023

 - I handled the position of a 2D game developer for 6 months during my industrial training.
 - I used Unity, Photoshop, and Illustrator for various game-related tasks such as creating map icons, debugging, animating characters, and setting up in-game tasks.
 - Voiceover for NPCs in the game 'Dapur Mili'.
 - I used Blender to create a 3D logo for 'Dapur Mili' and worked on the LNG project, creating 3D assets for data analysis. Additionally, I fixed rigging issues for the LNG engineer character.
 - At the Program Animasi Blender organized by MDEC for teachers across Malaysia, I served as the photographer for CreativeTank's project and also assisted instructors in teaching teachers the fundamentals of Blender.
 - I create a simple Virtual Reality project using Unity for the company my colleague.
- Sin Chew Media Corporation Berhad

March 2024 - April 2025

 - Editor of the young people's publication "Xue Hai".
 - Editor in charge of the first page of the youth newspaper every Friday.
 - Head of student journalists in the kl area.



EDUCATION

- Sekolah Menengah Kebangsaan Gemas

2012-2016

SPM

BM (C+), BI (D), P.Moral (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



SOFTWARE

