



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



HOBBIES



CONTACT INFO

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Gemas, Negeri Sembilan

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

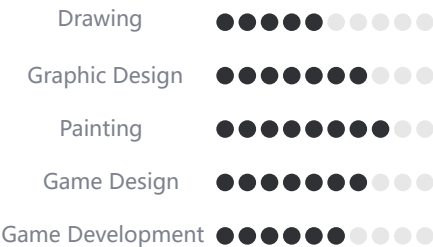
●	UPSII 2019 - 2022	<ul style="list-style-type: none">Member of the Scene Design Team for Pesta Chun.Design Team Leader for The 4th National Chinese Language Literary Camp.Volunteering as a Photographer for the FYP Fashion Design Showcase.Design Team and Online Exhibition Leader for Chinese Traditional Culture event.
●	Freelancer 2022	<ul style="list-style-type: none">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	<ul style="list-style-type: none">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 2024-now	<ul style="list-style-type: none">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), 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



SOFTWARE

