

TAI YE EN

Johor Bahru, Malaysia · (+60) 10 664 9336
yeenxdd@gmail.com · <https://yeenxdd.github.io/>



Creative designer at heart, I am interested in creating products to make human life's better. I believe in the power of working together to create a whole that is greater than the sum of its parts.

EXPERIENCE

SEPTEMBER 2021 – AUGUST 2022

LEAD, GOOGLE DEVELOPER STUDENT CLUB (GDSC) UTEM

- Lead core team and organize tech-related events.
- Events done: FTMK Course Dummies, Firebase Workshop, GitHub Workshop etc.
- Collaborate between GDSC Asean Manager, UTeM Student Affairs Council and students.

MARCH 2022 – JUNE 2022

CO-LEAD MULTIMEDIA & MARKETING DEPT, GDSC MALAYSIA MACHINE
LEARNING STUDY JAM

- Associate leader to accomplish inter-departmental and intra-departmental task
- Plan marketing strategy of the event
- Validate the aesthetics and information of the marketing materials

JUNE 2022

PARTICIPANT, GAME BAGUS WORKSHOP

- Learn the art of game design from a different perspective
- Create a game in 24 hours
- Write stories for the game content and pitch it.

EDUCATION

OCTOBER 2019 - CURRENT

B. IT (GAME TECH) (HONOURS), UNIVERSITI TEKNIKAL MALAYSIA MELAKA

- CGPA 3.73
- Dean List Award Recipient of every semester

SKILLS

- Game Design
- Game Development (Unity Engine)
- Blender 3D Asset Modelling
- UI/UX Design
- Multilingual
- Adobe Suites
 - Illustrator
 - Premiere Pro etc.
 - After Effect
 - Photoshop