

TAI YE EN

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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 5 tech-related events.
- Organized events with 100 attendees with 0 budget and 10 members of core team.
- 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

JAN 2020 – JAN 2021

MULTIMEDIA DESIGNER, CHINESE DRAMA CLUB UTEM

- Create social media post in 24 hours.
- Create marketing materials for each event using Adobe Illustrator, Photoshop.
- Copywriting for each social media post.

EDUCATION

OCTOBER 2019 - CURRENT

**Bachelor of Information Technology (Game Technology) (HONOURS),
UNIVERSITI TEKNIKAL MALAYSIA MELAKA (2019 – Present)**

- CGPA 3.73
- Dean List Award Recipient

SKILLS

- UI/UX Design
- Figma
- Web Design & Development
- Firebase
- Multilingual: English, Mandarin, Malay
- Adobe Suites
 - Illustrator
 - Premiere Pro etc.
 - After Effect
 - Photoshop