**Khoo Zi Qi**

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**EDUCATION**

**Singapore University of Technology and Design (SUTD) Singapore**

* 2nd year Bachelor of Engineering (Computer Science and Design) **Sep 22 to Present**
* GPA 4.20/5.0
* Date of graduation: Sep 2026

**WORK EXPERIENCE**

**Freelance Remote**

**Illustration**  **Nov 18 to Present**

* Designed two graphic t-shirts for LT Spicy Bands at SUTD, collaborating closely with the band lead to bring their vision to life
* Created custom oil paintings for personal contacts, providing unique and personalized artworks
* Marketed and sold art prints featuring both original and fan art at Doki Doki Anime Market

**Deliveroo Singapore**

**Part time Food Packer**  **Jan 20 to Mar 20**

* Acquired valuable experience and insights in the food delivery industry while working as a runner at Chomp Chomp Food Centre, responsible for collating orders

**RE&S Yaki Yaki Bo Singapore**

**Part time Service Staff** **Jan 22 to Aug 22**

* Developed skills in the F&B sector encompassing order memorization, cashier duties, efficiency, food safety knowledge, adept stress management during peak hours, and successful communication. Established lasting relationships with chefs, managers, fellow part-timers, dishwashers and customers

**JJ Tutorial Singapore**

**Tutor for Primary 5 Mathematics Dec 22 to Mar 23**

* Volunteered with a tutoring service aimed at assisting underprivileged children from low-income families, providing affordable hourly rates
* Conducted weekly mathematics sessions via Zoom for a primary 5 girl, offering explanations of concepts and collaborative problem-solving

**Cornerstone Global Partners Pte Ltd (CGP) ZARA Singapore**

**Part time worker** **Jun 23 to Aug 23**

* Obtained valuable experience in the retail sector at ZARA's Marina Bay Sands outlets, gaining insights into clothing storage, pricing strategies, and effective organizational methods. Exposed to diverse customer interactions, primarily with tourists.

**ACADEMIC PROJECTS**

**Singapore University of Technology and Design Singapore**

**Computation Thinking for Design 1D Project Nov 22 to Dec 22**

* Co-developed "Molluscophobia" a terminal-based card game inspired by "Slay the Spire" within a 5-person team
* Enabled player choice of character class with unique abilities, engaging in combat against snail monsters
* Contributed to coding shop stages, money logic, and implementing effects with specified round durations
* Attained proficiency in Object-Oriented Programming (OOP) in Python

**Singapore University of Technology and Design Singapore**

**Design Thinking and Innovation project Feb 23 to May 23**

* Designed an interactive light installation “Gong Gong”, at the Chinese Opera House located in SUTD campus in a team of 5, which consists of an array of lanterns which light up when the Gong is hit
* Helped create an algorithm to control the colour and coordinates of the LED lights, soldering wires together and designing an appropriate circuit
* Led physical prototyping, measuring and cutting recycled materials to fit our design and represent the site for the installation

**Singapore University of Technology and Design Singapore**

**Spatial EXE 1.4: AI Powered Design Nov 23 to Dec 23**

* Crafted a storyline for a future dystopian setting, exploring the evolution of iconic design in response to changing conditions and contexts
* Utilized Stable Diffusion and ControlNet to conceptualize a product design inspired by Eames’ house bird, and used Runway's Gen-2 image-to-video workflow to introduce movement to our object
* Improved 3D modelling skills for 3D printing and created technical drawings on Rhino
* Employed laser cutting to engrave on acrylic sheets for prototyping purposes

**Singapore University of Technology and Design Singapore**

**Design Thinking and Innovation project III: Data Driven World Nov 23 to Dec 23**

* Developed a Multiple Linear Regression model to predict undernourishment prevalence in Albania, providing an in-depth assessment of the country's food security
* Processed and cleaned a diverse dataset from a CSV file by imputing the missing values using the mean of each column and removing multicollinearity
* Independently created a web application using Flask and Bootstrap, gaining proficiency in frontend-backend interaction, input processing, and dynamic plot display, with added functionality for session data storage and history tracking

**Singapore University of Technology and Design Singapore**

**Computational Structures 1D project: Electronic Hardware Prototype Jan 24 to Apr 24**

* Developed a PvP arcade game “Memory Maze: Grid Escape”, on a FPGA using Alchitry Lucid, where two players compete on a 4x4 grid to reach the goal first.
* Designed the game box using Rhino, making finger-joints to be laser cut out on plywood

**Singapore University of Technology and Design Singapore**

**Information Systems and Programming 1D project Jan 24 to Apr 24**

* Developed VoluntNear, using Android Studio in Java in a team of 7, to address the needs of elderly and disabled individuals by connecting them with volunteers for daily tasks.
* Users can register, create task requests, and manage tasks through the platform, which integrates with Firebase Database for real-time updates.

**CO-CURRICULAR ACTIVITIES**

**SUTD** **Chinatown Chinese New Year (CNY) Street Light-Up 2024 Student Committee** **Singapore**

**Lead Designer of Centrepiece Apr 23 to Jan 24**

* Collaborated with Kreta Ayer-Kim Seng Citizens’ Consultative Committee to design Chinatown streets for the Year of the Dragon
* Modified design through multiple meetings with the CC, showcasing adaptability and client collaboration skills
* Illustrated variations using Procreate, modelled the whole centrepiece in Blender, organized assets with dimensions in PowerPoint
* Gained widespread attention, being covered by major news outlets like The Straits Times and Today, despite mixed reactions

**SUTD Art Installation project Singapore**

**Organiser and Executor for Mural on School Campus Jun 23 to Sep 23**

* Planned and executed project from start to finish, designing, securing approval, independently purchasing materials, inviting friends for a collaborative painting effort resulting in vibrant mural about sustainability at recycling area, creating a positive atmosphere for students, cleaners, and faculty

**Modern Visual Media Circle (Art Club @ SUTD) Singapore**

**Club Treasurer Jan 23 to Present**

* Manned Face painting booth for Endemic, a school bands event for Halloween 2023
* Collaborated with the E-sports Club to create and sell Genshin Impact Acrylic Stands
* Organised a Diamond Painting Workshop during ROOT Wellness week, engaging 40 participants in a relaxing craft activity to alleviate stress from schoolwork

**SUTD Unreal Engine Interest Group Singapore**

**Contributing Artist and 3D Asset Creator Nov 20 to Sept 21**

* Developed 3D assets for a student game project “OverPrepared” using Blender, inspired by “OverCooked”
* Explored advanced techniques such as slicing meshes in Unreal Engine and integrating hand tracking in VR
* Showcased the project during the Fifth Row Showcase, allowing Freshmores to experience the demo, resulting in a significant increase in club applicants

**Food Rescue @ Yio Chu Kang Singapore**

**Volunteer Nov 22 to Jan 23**

* Contributed to the initiative for food sustainability and waste reduction in Singapore by rescuing surplus food and distributing it to individuals willing to consume

**ADDITIONAL SKILLS**

* Python
* Java
* Android Development
* Web development: HTML5, CSS, Flask, JavaScript
* 3D modelling: Blender, Rhino
* Game Engines: Unity (C#), Unreal Engine
* Adobe Illustrator