

Name: Chan Jin Wei

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Education

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| 2015 to 2019 | Digipen Institute of Technology (Singapore)
Bachelor of Fine Arts in Digital Art and Animation |
| 2012 to 2015 | Ngee Ann Polytechnic
Diploma in Multimedia and Animation (Digital Animation specialization) |

Work or Project Experience

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| Feb 2021 to Present | Freelancing Commissions <ul style="list-style-type: none">• Worked closely with clients to create their own envisioned design of their own personal characters.• Meeting client expectations and deadlines while providing options and choices for them to pick from.• Learning new software to meet the client's desired look on their project. |
| Aug 2020 to Feb 2021 | Worked as a Swab Assistant under HPB |
| Aug 2016 to Apr 2017 | Digipen School Project (2D Animation Production),Run <ul style="list-style-type: none">• Worked in a team of 6 to produce a 2D animated short film, using Toon Boom Animation as well as Photoshop.• Worked to create and finalize the character designs used in the film.• Animated minor characters in the scenes.• Worked on cleanup and lineart of major characters animation frames in photoshop to produce the look and feel of the lines.• Did storyboarding that was also used in the film.• Did gif animations that were used in "Making of" video of the film. |
| May 2014 to March 2015 | NgeeAnn Polytechnic Final Year Project <ul style="list-style-type: none">• Started with a team of 3 to work on a new and interesting game idea on Unity, was the lead concept, environmental and character artist.• Worked with the team to create unique characters, environment and bosses.• Worked with the producer of the game closely to design a suitable UI and UI layout for the prototype of the game.• Created character sprites for the 2D game.• The team was eventually disbanded and joined another game team as a concept artist as well. |

- Worked with the producer to produce suitable monster and boss monster designs, along with attack patterns.
- Adapted to the new team's new art style quickly.

Oct 2014, Nov 2015, Sep2017 **Cannon Photomathon**

- Helped out at cannon's photomathon, in printing of photos and giving out goodie bags.
- Also did administration and ushering of the crowd during the peak hours.

Technical Skills

- **Softwares:** Autodesk 3DS Max, Toon Boom Studio, Adobe Photoshop, Adobe Premiere Pro, Clip Studio Paint Pro, Zbrush, Microsoft Document, Firealpaca, Keyshot, Word Document, Procreate

Other Skills

- Speak and write English and Chinese
- Able to listen and speak in basic Cantonese