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Summary	Enthusiastic and dedicated artist, driven by a passion for multimedia projects and games development that explore the intersection of art and technology.
Education	<p>Monash University 2019 - 2023</p> <ol style="list-style-type: none"> <i>Bachelor of Information Technology</i> - Majored in Interactive media <i>Bachelor of Fine Art</i>
Experience	<p>Artist 2023 December - Present <i>Self-employed</i></p> <ul style="list-style-type: none"> Creating art commissions that align with customers' visions Provided outstanding customer service by actively integrating feedback and consistently communicating with customers <p>Act One group exhibition (Fly Little Bird Gallery) 2023 February - 2023 June <i>Participant</i></p> <ul style="list-style-type: none"> Collaborated with 7 other artists over months to curate the show including conceptualisation of the show and planning Contributed three oil paintings to the exhibition <p>Student project 'Memory Lane' 2022 July - 2023 June <i>3D modeller</i></p> <ul style="list-style-type: none"> Participated with a team of six members in the development of a Unity based 3D immersive game, the game was awarded the highest-achieving project in the unit that semester Designed, modeled, UV mapped, and textured 3D environments, props, and lighting setups for the game, incorporating feedback to maintain consistency with the established creative direction Co-wrote and co-pitched the game's narrative, as well as developing researches, conceptual illustrations, and storyboarding Worked closely with the team on sound editing and creation to ensure it aligned with the project's narrative, while also assisting teammates in character rigging and facial animation <p>CCC Rotary Secondary School year 7 pre-school programme (Based in Hong Kong) 2019 July <i>Staff worker</i></p> <ul style="list-style-type: none"> Worked collaboratively with other staff members to organise orientation activities and improve support system for incoming secondary school students Taught students' foundational knowledge of subjects including visual art, languages, and math <p>DIVA photo (Based in Hong Kong) 2019 June <i>Intern</i></p> <ul style="list-style-type: none"> Assisted in the setup of the scene for photoshoot, including selecting and arranging decorations, props, and backdrops Collaborated closely with the photographer to ensure the lighting setups of each scene met the clients' desired visual outcomes
Award	<p>Tolarno Hotel Art Award 2022 <i>Winner</i></p> <ul style="list-style-type: none"> The oil painting 'There is no place like my room' won the award from MADA Now 2022 exhibition, and has been acquired for display at the Tolarno Hotel
Skills	<ul style="list-style-type: none"> 3D modelling design: Autodesk Maya, Mudbox, Substance Painter and Unity Multimedia projects: Adobe Photoshop, After Effects, Premiere Pro, InDesign, Audition, and Reaper Art and design: Anatomy drawing, color theory, digital illustration, layout and spacing Competent in html, CSS, Java script, JQuery, Java, SQL coding and GitHub Strong time management and communication skills, able to work both collaboratively and autonomously while handling strict deadlines Fluent in English, Cantonese and Mandarin