

CURRICULUM VITAE

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<http://www.angelfether.com>

Completed Military Service? (NS) : Yes

Working Experience:

2008 – Internship, Playware Studios Asia

<http://www.playwarestudios.com/>

2007 – Game Designer, GAMBIT, Comparative Media Studies faculty at MIT, Cambridge, game design & research project done in conjunction with the Media Development Authority (MDA) of Singapore. <http://gambit.mit.edu/>

2007 - Freelance illustrations for the Paradigm Infinitum hobby shop.

2002 - Web Designer, Programme at Tipnets Technologies. Industrial attachment through Nanyang Polytechnic, Singapore.

Core Competencies:

- Core Game Designer
(Programming experience includes Actionscript 2.0, GameMaker Language)
- Scriptwriting/Storywriting

Secondary Competencies:

- 3D character animation
- Computer Graphics Compositing & Digital Painting
- Character Designer
- Document Writing

Technical Experience:

- Adobe Photoshop CS3
- Gamemaker Pro 7.0
- Autodesk Maya 8.0
- Adobe Flash CS3 (Actionscript 2.0)
- Adobe Illustrator CS3

Education:

2009 - Bachelor of Fine Arts (Interactive Media), School of Arts, Design and Media – Nanyang Technological University, Singapore

2002 - Diploma in Digital Media Design, Nanyang Polytechnic, Singapore

Points of Interest:

2008 – 2nd Place winner for the Singapore Land Transport Authority's (LTA) Circle Line Art Competition (Tier 1)

2007/2008 - Dean's List.

2006 – IBM Studentship at the X-Media Labs Singapore (2006)

2001 – Merit Finalist in the 1st Singapore National Scriptwriting Competition held by the Singapore Broadcasting Association (now Media Development Authority).

Completed Projects: more details available at www.angelfether.com

2009 - Cataclysm (PC)

<http://www.youtube.com/watch?v=JNpD8UBXQrQ>

2008 - j20 (PC)

<http://www.youtube.com/watch?v=xOEdqhgFH8>

NightLife (TCG)

<http://www.youtube.com/watch?v=i3e-zXNbjFw>

2007 – Takeout (PC)

http://gambit.mit.edu/loadgame/prototypes_2007.php#takeout

- **References available upon request.**