



WEE YUEMIN RENEE

ABOUT ME:

Self-taught digital artist and game design student at Republic Polytechnic, who enjoys problem solving and creative thinking.

Inspired by the characters and stories in video games and anime, I hope to embark on a journey to learn from professionals who have created these and create my own projects that I can share with others!

EDUCATION:

Diploma in Game Design and Gamification

(GPA: 2.8/3.2)

- Republic Polytechnic Singapore

April 2024 - March 2027 (expected)

WORK EXPERIENCE:

Kindergarten Teacher's Assistant:

- Kay Poh Road Baptist Kindergarten

April 2024 – November 2025

- Supported classroom operations for 60 students across 4 classes, assisting in academic and developmental activities.
- Provided administrative support to the Principal as Assistant Administrator, including scheduling, documentation, and coordination of operations.
- Contributed to multimedia tasks such as video editing, tech setup, and digital materials preparation.
- Assisted with hands-on activities like craftwork, classroom preparation, and relief teaching when needed.

SCHOOL PROJECTS:

MakerFest AY'25: Innovation & Iridescence

RP's Makers Interest Group:

August 2025 – January 2026 (Expected)

- Republic Polytechnic's Makers Interest Group is a collaborative workspace that encourages hands-on learning, creativity, and experimentation.
- To prototype, design, innovate, and showcase their own creations using the cutting-edge tools and technology provided by our Makerspace.
- A vibrant community of makers who learn, build, and share their creations while fostering a spirit of creativity, entrepreneurship, and technological advancement.

National Low Guat Tin Challenge

Girls' Brigade Singapore 3rd Company (Secondary)

- Achieved: Gold

March 2022 – August 2022

- A biennial national competition with the theme "Better Together, for a Better Tomorrow", hosted by Girls' Brigade Singapore.
- Co-designed OPAS, a Bluetooth-enabled walking stick and wristband using echolocation to assist visually impaired users.
- Led concept development, prototyping discussions, and presentation preparation.
- OPAS achieved Gold in the categories of Invention and Video, and won the Champions' Shield.

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🌐 [My Portfolio](#)

🌐 <https://www.linkedin.com/in/renee-wee-05a75b346/>

CO-CURRICULAR ACTIVITIES:

Makers Interest Group

Republic Polytechnic

Vice President of Publicity

2024 – 2027 (Expected)

Girls' Brigade Singapore

3rd Company

Fairfield Methodist School

Staff Sargent; Squadron Leader

2017 – 2023

HARD SKILLS:

- **Languages:** English & Chinese
- **Programming:** Basic C# coding (Unity game engine)
- **3D Tools:** Blender, TinkerCAD, Bambu Lab
- **Digital Art:** Character illustration, concept art, asset design
- **Art Software:** Photoshop, Autodesk Sketchbook

SOFT SKILLS:

- **Leadership** from CCA and uniformed group experience
- Creative **problem-solving** and **critical thinking**
- Team **collaboration** and communication
- **Empathy** and adaptability