

AIMAN SHAFY

ASPIRING DESIGNER
& 3D ARTIST



About Me

Aspiring 3D Artist and Game Designer currently pursuing a Diploma in Design for Games and Gamification at Republic Polytechnic. Proficient in Blender and foundational Unity workflows, with a strong interest in creating game-ready assets that enhance player experience and visual storytelling. Motivated, detail-oriented, and eager to contribute to collaborative game or interactive media projects as an intern.

Technical Skills

Blender 3D
Unity C#
Adobe Photoshop
Adobe Illustrator

Soft Skills

Fast Learner
Time Management
Detail Oriented
Team Player

CONTACT



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Education

Diploma in Design for Games and Gamification
Republic Polytechnic

2024-2027 (Expected)

O Levels

Greendale Secondary School

2020-2023

Leadership Experience

STA Club | 2025 (May) - 2026 (May)

Vice President & Event Coordinator

- Co-led planning and execution of major student events, including Freshman Orientation Programme and Student Leader Training
- Coordinated logistics, schedules, and student teams under tight timelines
- Developed leadership, communication, and event management skills applicable to studio and project-based environments

Work Experience

Popeyes | 2024 (Dec) - Present

Service Crew

- Prepared and served customer orders efficiently in a fast-paced environment
- Demonstrated strong time management, task prioritisation, and teamwork
- Built reliability and discipline relevant to production-driven creative roles