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Internship Objective

I am looking for internships where I can apply what I learned in school into real-world experience and grow professionally and personally. My goal is to improve my skills and learn from experienced people and contribute meaningfully while working with others in the same industry. Lastly, to build a strong portfolio that prepares me for my future, I want to take on new challenges and improve my portfolio.

Summary of Key Skills

- Strong understanding of core gameplay loop and player progression systems

- Experience with MDA(Mechanics-Dynamics-Aesthetics) map out and documenting design rationales

- Skilled in building 2D/3D scenes, UI layouts, interactions and 2D/3D game prototypes in Unity

- Experience with creating responsive UI/UX sites using Adobe XD

- Competent in C#/ c## for gameplay logic, player controls and event systems.

- Able to use Random.range(), list/ arrays, loops and object references while also being able to debug iterate and optimize prototypes quickly

- Experience creating skill trees, progression UI, and responsive interactions

- Understanding of spatial composition, pacing, enemy placement, flow, and player guidance

- Experience using Unity tools (ProBuilder, tilemaps, colliders) for layout and block-outs

- Skilled in Making UI/UX for websites

Education

Republic Polytechnic   **Apr 2024-Apr 2027**

Diploma in Games and Gamification

Clementi Town Secondary School   Jan 2019-Jan2023

Work Experience

Mandarin oriental   **Dec 2023-Present**

Server, Runner, Bartender and leader>

- I was a bartender at the F1 Paddock Club, working closely with team members and communicating with them to deliver high-quality service
- I guided and supported many newcomers by orienting them around the hotel and leading a team of 4 during wedding events
- Performed standard banquet duties, including food service, running dishes and ensuring smooth event operations on my side of the atrium.

Victoria secret   **dec2024-dec2024**

event manager

- Collaborated with a team to manage the Christmas event at the Orchard outlet
- Oversee the operation of a machine outside of the store and the gift-wrapping station inside the store.
- Worked together with 2 part-times to ensure smooth and efficient operation of those 2 event stations

Marriott Hotel

- performed normal banquet duties like food service, running for dishes and ensuring smooth event operations

Warehouse worker

- mainly picking and packing, loading and unloading of boxes.

Volunteer and Leadership Experience

VIA   **May 2019-May 2023**

Volunteer

Assisted the school operations team with cleaning and maintaining school facilities as part of community service duties.

Lead volunteer

- During covid-19, my mates went around Clementi neighborhoods to assist the elderly to sign up for their covid-19 vaccination appointments
- Supervised a secondary 3 class to ensure that they have completed their assigned block tasks before moving on to the next allocated block

Volunteer

- Contributed to a community outreach activity aimed at raising awareness about the challenges faced by ex-offenders and promoting social reintegration.

Republic Polytechnic Open house   **Jan 2025-Jan 2025**

Volunteer

- Led a class from a girl's school on a guided tour around RP together with a teammate ensuring their safety, engagement and overall enjoyment
- Ensured all the students were accounted for before moving between stations and maintained a smooth group movement throughout the event

National school games   **Jan 2019-Dec 2021**

Vice-captain

- Represented the school in the National school games for football, serving as an inspiration for my peers and juniors to emulate

Achievements & Awards (Optional)

- New media promotion (2021): Completed an Advanced Elective Module focused on new media concepts and digital promotion strategies. Successfully module requirements and gain hands-on exposure to content creation and media communication
- Game on with Virtual Reality (2023): Awarded with a certificate of commendation for my performance in the program. I learned the fundamentals of Unity 3D, augmented reality (AR) and Virtual Reality (VR) development through practical workshops and guided project activities

- Edusave Eagles award (2021): Awarded for outstanding leadership, service, and co-curricular achievement

- Edusave Good progress award (2023): An award given to me for improvement in academic performance and demonstrating good conduct

Micro and Alternative Credentials

LinkedIn Learning

- Cybersecurity Foundations
- Unity: Building VR user interfaces
- Unity: AR visualization 02 Basic interactivity
- Understanding Augmented and Virtual reality: an introduction

The hour of code

- Awarded for demonstrating and understanding of the basic concepts of Computer Science

References

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