

HENG YU QUEK

CONTACT

x3n3dart@gmail.com
Singapore
80606426

3D ARTIST



SELF-TAUGHT 3D ARTIST WITH STRONG EXPERIENCE IN MOTION GRAPHICS, ENVIRONMENT DESIGN AND MUSIC-DRIVEN VISUALS. SKILLED IN BLENDER AND DAVINCI RESOLVE WITH A PROVEN ABILITY TO LEARN QUICKLY, ADAPT FAST AND DELIVER POLISHED WORK. COMBINING 3D ART WITH MY KNOWLEDGE IN MUSIC PRODUCTION TO PRODUCE IMMERSIVE VISUAL EXPERIENCES THAT SUPPORT DYNAMIC CREATIVE PROJECTS.

SKILLS

3D MODELLING



3D ANIMATION



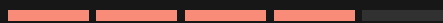
3D LIGHTING



3D MATERIALS & TEXTURING



CREATIVITY



VIDEO EDITING



WEBSITES, PORTFOLIOS, PROFILES

- <https://www.linkedin.com/in/quekhengyu/>
- <https://quekhengyu.journoportfolio.com/>
- <https://www.youtube.com/@X3N.3D>
- [instagram.com/x3n3d?igsh=YW9vNzJnOWt3YnJy&utm_source=qr](https://www.instagram.com/x3n3d?igsh=YW9vNzJnOWt3YnJy&utm_source=qr)

WORK HISTORY

BACKGROUND ANIMATION ARTIST

COLLABORATIVE PROJECT | SINGAPORE

SEP 2025 - DEC 2025

- Created the 3D background animation for a song for the BMS Of Fighters competition.
- This was a team project. I ensured that I met the deadlines set for me with a high level of quality and even when I was complete with my parts, I helped other members if they were struggling.
- 3D assets and scenes which were made in Blender were precisely made to match the song and the high level of quality.

EDUCATION

EXPECTED IN MAR 2027



DIPLOMA IN GAME DESIGN & GAMIFICATION

GAME DESIGN &
GAMIFICATION | REPUBLIC
POLYTECHNIC | SINGAPORE

2023

GCE O-LEVEL

NEW TOWN SECONDARY
SCHOOL | SINGAPORE, NULL,
SINGAPORE

SOFTWARE

BLENDER

Advanced

DAVINCI RESOLVE

Intermediate

- Used motion graphics techniques in the post production process using Davinci Resolve to further increase the level of polish.

3D ASSET ARTIST

NORTH SOUTH LINE: PHASE 1 | SINGAPORE

MAR 2020 - MAY 2022

- I was responsible for creating game-ready 3D assets using Blender for a simulator based on Singapore's North South Line MRT system.
- My main contribution was the Kawasaki Heavy Industries C151 train, which I modeled with accurate dimensions, realistic detailing, and functional moving parts to provide a high level of immersion.
- This was a team project. I led the ideation process alongside solving problems that may have come up during the development process while still ensuring my 3D assets were ready in high quality by the specified deadlines.

LANGUAGES

ENGLISH

Bilingual or Proficient (C2)

CHINESE (MANDARIN)

Intermediate (B1)

