

Tommy Tan Sze Yew

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Education

April 2011 – April 2014

Nanyang Polytechnic

Diploma in Digital Media Design Games

Sept 2013 – Dec 2013

Kajaani University of Applied Sciences (Finland)

Overseas Attachment Programme

Previous Project Experience

Hexilyte (PS4 Game Prototype) 2014

Roles: Team Leader, Lead Artist, Lead Game Designer

Misc: A 3D chess-like game with different factions and abilities where players have to defeat the opponent's King Piece. I managed a team consisting of 3 programmers and 3 artists. I handled most of the game design, the art direction for the game, designed a faction and a map, designed all of the UI, and game trailer.

Realm Of Rave (Android Phone Game) 2013

Roles: Lead Artist, Game Designer

Misc: A 2D rhythm powered sci-fi roguelike where players have to move with the beat to get to the exit. My main project when I was in Finland. A team of 4 (mix of full-time degree and exchange students) with me being the only artist. I learned how to use TortoiseSVN and create .xml file for sprite sheets.

Pus Pus Platypus (PC, Oculus Rift, GameJam) 2013

Roles: Artist, Game Designer

Misc: A 3D Oculus Rift game where players have to destroy as many objects as possible by 'kissing'. Game made for the Indie Speed Run game jam, a 48 hours gamejam. This game is one of the finalists in the gamejam. I designed half of the art assets in the game, game intro video and all of the UI.

Broadcast Battle (PC, GameJam) 2013

Roles: Artist, Game Designer

Misc: A 2D multiplayer snake-like game made for GetOnline 2013 Game Development Kompo, a 48 hours gamejam. It won 1st place in the game jam. A team made up of 2 programmers and 2 artists. I designed all the levels, UI, mixing both 3D and 2D elements, and game trailer.

Rhythimo (PC) 2012

Roles: Artist, Game Designer

Misc: A 2D side-scrolling platformer game made with Gamemaker. A 3 weeks student project made up of only artists. I designed the enemy concept and assets, platforms and other in-game assets. I did some basic AI programming for the enemies, mainly the boss.

Technical Skills

Software Experience:

Photoshop, Illustrator, Premiere Pro, Autodesk Maya, Microsoft Words, PowerPoint

Misc:

Familiarity with After Effects, 3DS MAX, ZBrush, Unity, xNormals, TortoiseSVN, Microsoft Excel

Other:

Have experience working in a team of up to six, with artists and programmers from different countries, on projects and game jams.



It is hereby certified that

TAN SZE YEW

having satisfied the requirements of
the course of study was awarded the

Diploma in Digital Media Design (Games)

on

19 March 2014

Handwritten signature of the Chairman of the Board of Governors.

*Chairman
Board of Governors*

Handwritten signature of the Principal & CEO.

Principal & CEO

Handwritten signature of the Registrar.

Registrar

CERTIFICATE OF COMPLETION

This is to certify that

TAN SZE YEW

have successfully completed
Playstation® Game Development Training in the

Diploma in Digital Media Design (Games)

from

2nd December 2013 to 21st February 2014

at the

**School of Interactive & Digital Media
Nanyang Polytechnic
Singapore**

Janiel Tan

Director
School of Interactive and Digital Media

DATE: 21 MAR 2014
REFERENCE NUMBER: 5004195912/14/007