



# WILSON LIN WEI'EN

## DESIGNER

### PERSONAL STATEMENT:

I have a passion and aspiration to mould the world with the unlimited potential of art and design. I am a problem solver at heart, and firmly believe that both versatility and creativity in design are paramount to an idea's or venture's success. I strive to deliver the highest of standards, and am able to deal and mingle with my clients and peers with confidence and tact. Allow me to assist you in your dreams and visions!

### AREAS OF EXPERTISE

- Graphic Design
- Visual Design
- Project Management
- Illustration
- Branding
- UI/UX Design

### SKILLS

#### SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Unity Engine
- 3DS MAX
- C#

### STRENGTHS

- Keen eye for aesthetics
- Creative visionary
- Enjoys solving challenges
- Introspective & intuitive
- Passion-driven
- Good communication skills

### EDUCATION

#### BACHELOR OF ARTS IN GAME DESIGN

*DigiPen Institute of Technology, Singapore*  
2012 – 2015

#### DIPLOMA IN DIGITAL MEDIA AND DESIGN

*Nanyang Polytechnic*  
2007 – 2010

### REACH ME AT:

HP : +65 90673867  
Email : aetherfluxstudios@gmail.com

### EMPLOYMENT HISTORY

#### FREELANCER

*Aetherflux Studios*  
2018 - Present

- Engaged multiple clients from different industries
- Oversees entirety of production and PR
- Handled design for different platforms and medium, from digital ads to large commercial prints

#### BRAND MANAGER & DESIGNER

*Grey Ogre Games*  
2016-2018

- Oversaw all branding and marketing materials
- Handled social media & promotional work
- Developed, designed, and maintained a new website
- Assisted in establishing local tournament structures
- Involved in managerial roles for business, manpower, accounting, and logistics

#### GAME DESIGNER / ASSOCIATE PRODUCER

*Jules Ventures Ptd Ltd*  
2015-2016

- Involved in initial development & prototyping
- Oversaw production pipeline & scheduling
- Bridged communications between different departments, sponsors, and advisors
- Pitched & designed initial backbone and digital assets for product

#### GAME STUDIO ART INTERN

*GEVO Entertainment Pte Ltd*  
2009

- Involved in award winning game for DSiWare platform
- Assisted in creating multiple art assets in game
- Helped design promotional websites for multiple game titles
- Contributed in concept and environmental art

Website : [www.aetherfluxstudios.com](http://www.aetherfluxstudios.com)

