

Lam

Jimena Yu Qing MUCHSEL Digital Designer

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ABOUT ME

A hardworking and engaging fresh graduate that brings dynamic motivation and positive energy into every workspace - strives for meaningful challenges and developing innovative ideas.

Passionate about enhancing expertise by exploring new concepts and skills. A self-driven, detail-oriented mindset with diversified skills set.

EDUCATION

Master of Information Technology (Distinction)

Major in Game Design James Cook University Singapore Graduated March 2020

Bachelor of Arts (1st Grade Honours)

Game Design and Interactive Animation SAE Institute Vienna Graduated October 2015

WORK EXPERIENCE

VizNeo & VizNeo Academy, March 2020 Freelance Graphic Designer, UX/UI Designer

WineDragons - Virtual Sommelier, April 2020 Freelance Graphic Designer, UI/UX Designer

Optic Opera, March 2015 - Oct 2018 Sales Assistant & PR-Management

Palfi - Competence Development, July 2017 Freelance Graphic Designer

Tribunal - E-Sport Company, Jan 2016 Freelance Graphic Designer

Vlaire Uisine - Restaurant, Oct 2015 Freelance Graphic Designer and Marketing

SKILLS

Design

3D Modeling Animation Graphic Design UI/UX Design Web Design Web Tech HTML5

CSS3

Managment

Agile with Scrum **Programming**

C#

Javascript

Version Control

Git (github)

TOOLS

Adobe Photoshop

Adobe Illustrator

Adobe XD

Adobe InDesign

Maya AutoDesk

zBrush

Dreamweaver

Unity 3D

Visual Studio Code

SOFT SKILLS

Communication

Creative Thinking

Teamwork

Self-Learning

Problem Solving

Time Managment

Result-Oriented

Critical Thinking

Adaptability

PROJECTS

IoT Hackathon 2019

May 2019

1st Prize Winner with Concept "iKey"

In Darkness - Horror Gme for Adsumsoft with CEO Dr. Dillon

March - June 2019

Projectmanager, 3D Artist, Level Designer

LANGUAGE

German English

Chinese

Japanese

Native Business fluent

Intermediate

Elementary