DAI ANQI

2 D / 3 D A R T I S T



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PROFILE

I am a qualified and aspiring 3D artist that enjoys creative thinking and making design come to life. I have over 3 years of experience in the game field and always love to face new challenges! I'm also proficient in Chinese and English!

SKILLS

- UX/UI Design
- Concept Design
- VFX / Sound design
- 2D Design
- 3D Design
- Wireframe Creation
- Autodesk Maya
- Adobe XD
- Adobe Photoshop/Illustrator
- Unity

EDUCATION

DIPLOMA OF IMMERSIVE MEDIA

Ngee Ann Polytechnic

2021- Current

DIPLOMA OF IMMERSIVE MEDIA

Yuan Ching Secondary School

2016 - 2020

PROJECTS

3D CONCEPT DESIGN

2021 - Present

- Medieval Dungeon
- Sci-fi Corridor
- Old Village (Gamified)
- Japanese Island
- VFX: Waterfall Island
- Modern room (Gamified, VR)
- Kampong Village (Gamified, VR)

UX/UI DESIGN / 2D CONCEPT DESIGN

2021 - Present

- UX/UI: Food delivery app
- UX/UI: Active health app
- UX/UI: Animation icon
- 2D: Traditional food & pastry icon
- 2D: Traditional event postcard
- 2D: Japanese character concept
- 2D: Fantasy character concept
- 2D: Game poster work-on