TYSON TAN TECK YANG

Creative Designer / Visual Arts Educator

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PROFESSIONAL SUMMARY

Creative professional with a Bachelor of Fine Arts in Digital Art and Animation, specialising in concept art, graphic design, and 2D/3D visualisation. Proficient in Adobe Creative Suite, Unreal Engine, and Autodesk Maya, with a strong foundation in storytelling, visual design, and animation. Experienced in developing workflows, training resources, and multimedia projects for both creative and technical applications. Passionate about fostering innovation and guiding students to achieve excellence in branding and graphic design through industry-relevant techniques and tools.

SKILLS

Computer Skills

- **Microsoft:** Word, Excel, PowerPoint
- **Autodesk:** Maya, 3ds Max
- **Adobe:** Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, Acrobat Pro
- **Game Engine:** Unreal Engine, Unity
- **UI/UX:** Figma, Whimsical, Lovable, Stitch
- **Others:** Canva, Python

Soft Skills

Communication, Critical Thinking, Conflict Resolution, Detail-Oriented, Team Collaboration, Time Management

WORK EXPERIENCE

Camp Creative Assistant + Activity Group Leader | Camp Beaumont Asia @ Nexus International School (Jun 2026 – Aug 2026)

- **Visual Content Creation:** Captured engaging visual content of camp activities to support brand storytelling and promotional campaigns.
- **Content Coordination:** Coordinated photography coverage across groups and activities, ensuring consistent visual content production and brand alignment.
- **Cross-Functional Collaboration:** Collaborated with activity and marketing teams while balancing creative production, safeguarding, and fast-paced operational requirements.

Visual Arts Instructor | HiArt Singapore (Mar 2025 – Apr 2026)

- **Curriculum Development:** Designed and delivered structured lessons integrating visual design and technology, increasing student engagement.
- **Cross-Functional Coordination:** Coordinated with design, operations, and teaching teams to align promotional efforts with educational programming.
- **Campaign Content Management:** Ensured timely delivery of promotional content across digital and print platforms to support key campaigns.
- **Visual Marketing:** Curated and reviewed marketing content across the company's social media platforms to maintain brand consistency and boost engagement.
- **Resource Management:** Handled the maintenance and procurement of classroom equipment, ensuring safety and functionality.
- **Stakeholder Relationship Management:** Maintained strong relationships with parents and staff to foster trust and satisfaction.

3D Generalist | Scrawl Studios Pte Ltd (Dec 2023 – Apr 2024)

- **Asset Development:** Produced 2D and 3D assets for streaming and broadcasting platforms, boosting user engagement.
- **Cross-Functional Collaboration:** Collaborated with design and development teams to enhance cross-platform brand storytelling.
- **Workflow Optimisation:** Streamlined asset pipelines using version control and naming conventions which improved efficiency while maintaining visual consistency.
- **Quality Assurance:** Conducted performance testing and visual checks to ensure seamless integration and bug-free outputs.

IT Support Specialist | Budget PC Upgrade & Repair (Jan 2019 – Dec 2019)

- **User Support:** Managed customer enquiries daily, achieving high customer satisfaction through prompt technical support.

- **Inventory Coordination:** Worked with procurement to source, track, and manage computer components and accessories.
- **Cross-Functional Coordination:** Collaborated with marketing team to improve service visibility across online listings and social platforms.
- **Market Analysis:** Conducted competitor research and market analysis on repair services that informed new pricing strategies and service enhancements, boosting service uptake.

3D Visualiser | Urban Redevelopment Authority of Singapore (Apr 2016 – Sep 2016)

- **Cross-Functional Collaboration:** Collaborated with cross-functional teams to produce high-quality 3D visualisations for urban development projects.
- **Workflow Development:** Created scalable asset management systems in Unity that enhanced accessibility for users across departments.
- **Stakeholder Communication:** Developed interactive visualisation tools that improved stakeholder understanding and project decision-making.
- **Technical Innovation:** Enhanced Unity-based visual workflows to streamline 3D content integration and improve project interactivity.

EDUCATION

Singapore Institute of Technology – DigiPen Institute of Technology (2018 – 2023)

Bachelor of Fine Arts in Digital Art and Animation

Temasek Polytechnic (2013 – 2016)

Diploma in 3D Interactive Media Technology

ADDITIONAL INFORMATION

- **Languages:** Proficient in English and Mandarin (Written and Spoken)
- **Certifications:** UX Design (Vertical Institute), Google Technical Support Fundamentals, Business Analysis & Process Management (Coursera)
- **Awards:** Temasek Polytechnic’s Most Improved Student Award 2014
- **Publications:** Advanced Healthcare Materials Back Cover Illustration (https://advanced.onlinelibrary.wiley.com/doi/10.1002/adhm.202270149); Nano Micro Small Frontispiece Illustration (https://onlinelibrary.wiley.com/doi/10.1002/smll.202470135)