



# Mark Tan He Jie

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## PROFESSIONAL OBJECTIVE

I am seeking a position that utilizes my innovative and creative skills that may provide an insight into the development process of a game studio. I am also looking to expand my work experience as well as build my professional network.

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## EDUCATION

**2014 – 2017**     **Course title:** Bachelor of Arts (Games and Interactivity)

**Name of institution:** Swinburne University of Technology

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## LANGUAGES

- **English** – Native Proficiency
  - **Mandarin** – Limited Working Proficiency
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## PAST PROJECTS

**Project title:** Level Squared (LVL<sup>2</sup>) – *Winner of the Best Student Game category at the Game Awards 2017*

**Project description:** A 2D Puzzle platformer where the player is a square with an electric beating heart that can change the position and size of objects in the environment, relative to their own.

**Key Responsibilities:** Overall aesthetic direction, visual conceptualization, creation and implementation of 2D art assets. Produced marketing peripheral as well.

*More information can be found at <https://glitchcrabstudios.itch.io/levelsquared>.*

**Project title:** Anamnesis

**Project description:** Anamnesis is an isometric point-and-click puzzle game that was created for the Australian Global Game Jam 2021, where you control an unnamed and silent protagonist who is accompanied by a disembodied narrator.

**Key Responsibilities:** Creation and implementation of 2D UI assets for the game as well as level set dressing in Unity.

*More information can be found at <https://anniemay-parker.itch.io/anamnesis>.*

**Project title:** Blade and Fang

**Project description:** Blade and Fang is a 2 player top-down 2D game that was created for the Australian Global Game Jam 2022, where you are either a Hunter or a Vampire that take turns hunting each other depending on the time of day.

**Key Responsibilities:** Creation and implementation of 2D UI assets for the game.

*More information can be found on [www.marktanhejie.com/projects](http://www.marktanhejie.com/projects).*

**Project title:** M1R4G3

**Project description:** Mirage is a personal project created using Twine that is text-based interactive narrative following a journey of the reader and a mysterious voice through an unknown communication device.

**Key Responsibilities:** Narrative design and script writing.

*More information can be found on [www.marktanhejie.com/projects](http://www.marktanhejie.com/projects).*

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## TECHNICAL SKILLS SUMMARY

### 2D – Photoshop, Illustrator, Flash, Unity

- o Sprite creation & animation
- o Pre-visualization concepts
- o Hand-painted textures
- o User Interface assets creation & animation
- o Environment & character design

### 3D – Maya, Unity3D

- o Low poly 3D modelling
- o Particle Effects - Unity3D Particle System
- o Experienced in the asset implementation pipeline into Unity in both 3D & 2D

### Game Design and Development – Unity, Sourcetree, Smartgit, Trello, Slack

- o Level Design, asset implementation
  - o Design Documentation
  - o Version source control
  - o Planning and production
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## SOFT SKILLS SUMMARY

- Able to work collaboratively within multiple different teams of people from different walks of life
  - Strong listening as well as professional and clear communication skills
  - Efficient and creative problem solver with adaptive working style
  - Proficient time management skills and highly tenacious and motivated
  - Able to look at the larger picture as well as the finer details
  - Able to perform in fast paced and high pressure environments
  - Willing to undertake new ventures and able to learn fast
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## EMPLOYMENT HISTORY

**Position name:** Early Childhood Educator

**Employer:** ANZUK Education

**Responsibilities:**

- Support the implementation of the approved learning framework established at various children centres
- In charge of caring over 30 children's wellbeing and safety whilst supporting their development

**Position name:** Customer Service Officer

**Employer:** Jetstar Australia

**Responsibilities:**

- Checking in of passengers and assisting at kiosks and bag drops
  - Handling passenger queries
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## VOLUNTEER / EXTRACURRICULAR / LEADERSHIP

### **Volunteer enforcer at PAX 2016 (Melbourne)**

- Stationed at one of the satellite theatre venues that housed different panels
- Helped out with line management as well as ensuring that the venue was ready for each panel

### **International Friendship Day (Singapore)**

- Worked collaboratively with fellow students to produce the first ever student driven event at Hwa Chong International School
- In-charge of production and decoration of hall, including logistics and actual assembly

### **Singapore Youth Olympic Games (Singapore)**

- Volunteered and trained as a medal/mascot bearer for various victory ceremonies
- Learnt to listen to instructions carefully as well as being able to present oneself professionally

### **Batam Experiential Camp (Singapore)**

- Volunteered in helping at an orphanage in Batam, including general cleaning duties as well as entertaining the local orphans with games
  - Understood the impact and importance of global aid
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## REFEREES

Referees are available upon request.