



# IRENE TEE

ARTIST | ANIMATOR | ILLUSTRATOR



## WORK EXPERIENCE

- 2019 ● **GRAPHIC DESIGNER**  
at Certis Cisco Security Pte Ltd

Created marketing collaterals for web dissemination such as E-invites, electronic direct mailers and E-newsletters.  
Designed collaterals for corporate use such as logos, email headings/ banners, brochures, certificate/slide templates and namecards.  
Created marketing collaterals for print such as pamphlets, posters, wall decals, murals, banners and flyers.
- 2019 ● **RELIEF ART TEACHER**  
at Raffles Institution (Yr1-4)

Conducted art lessons for year 2 general art program classes.  
Conducted art lessons for year 1 Art Elective students.  
Prepared and edited learning materials, worksheets and power point slides.
- 2018 ● **ANIMATION AND VIDEOGRAPHY INTERN**  
at Dioworks Learning

Assisted in the creation of animations and transitions for e-learning content.  
Assisted in the filming, sound recording and art direction of skits, interviews and instructional videos. Held the role of project manager to oversee and ensure consistency in finished products, liaising between overseas stakeholders and local clients.
- 2017 ● **PAINTING AND MODELLING ASSISTANT**  
for ADM Stop Motion Research Project: Main Ballet Tanks

Assisted in the assembly, sculpting and painting of puppets used for stop motion animated film.
- 2016 - Present ● **ART ASSISTANT**  
at Nightflower Arts

Assisted in the organization and conducting of both corporate and community art events such as workshops, team building exercises and event launches. Target audience includes children, adults, seniors and special needs students.
- 2016 ● **DESIGN INTERN**  
at Meta Fusion Pte Ltd

Assisted in creation of infographics and visuals for corporate use.  
Edited existing collaterals and did proofreading and quality control for finished products.
- 2012 - Present ● **FOUNDER AND CO-OWNER**  
at En.Papier (Independent art collective)

En.papier is a collective of like-minded artists and illustrators that specialize in the sale of commissions, art prints, and merchandise primarily at art markets and conventions.

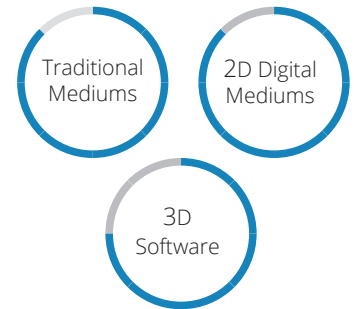


## WHY ME?

Highly detail oriented and creative. Spontaneous with good initiative, can think on her feet and formulate solutions to problems. Is able to multi-task efficiently. Motivated and friendly with strong leadership qualities with many years of experience in student leadership positions.



## SKILLS



Adobe Photoshop	● ● ● ● ●
Adobe Indesign	● ● ● ● ●
Adobe Illustrator	● ● ● ● ●
Adobe After Effects	● ● ● ● ●
Adobe Premiere	● ● ● ● ●
Autodesk Maya	● ● ● ● ●
Houdini	● ● ● ● ●
Zbrush	● ● ● ● ●
Unity	● ● ● ● ●
Unreal	● ● ● ● ●
Watercolour	● ● ● ● ●
Oil Painting	● ● ● ● ●
Ink	● ● ● ● ●
Pencil	● ● ● ● ●
Clay	● ● ● ● ●
Sewing	● ● ● ● ●
MS Excel	● ● ● ● ●
MS Word	● ● ● ● ●
MS Powerpoint	● ● ● ● ●



## PROJECTS

2019-2020

### CARL (INDIE GAME)

Game developer, writer, artist

Conceptualised and developed indie side-scrolling 2D game CARL in a team of 3. Served as primary art director, overseeing character design, environmental design and overall quality and cohesiveness. Served as main game writer, responsible for the entire script of the game, the conversation trees and the branching endings.

2018

### PARK(ING) DAY

Artist

Participated in community art event PARK(ing) Day, a collaboration between Urban Redevelopment Authority (URA) and Singapore University of Technology and Design (SUTD). Worked with a team of 5 to create an interactive public installation.



## LEADERSHIP

2019-2020

### ANIMATION REPRESENTATIVE

School of Art Design and Media Animation Batch

Oversaw the coordination of logistics and welfare for the 2020 batch of animation students.

Liaised with professors and industry partners on behalf of the batch.

Planned and executed the preparations for the 2020 Graduation Show and 2020 Animation Screening, including site reconnaissance, sponsorship gathering, and collateral creation.

2016-2018

### ART DIRECTOR

School of Art Design and Media Student Club

Planned and executed the art direction for school events catering to 100-500 attendees, including the creation of physical decorations, digital assets, layout and curating, and event management on the day of the event.



## EDUCATION & AWARDS

2016 - Present

### B.A. OF FINE ARTS IN DIGITAL ANIMATION

at NTU School of Art Design and Media

Nanyang Scholarship 2016-Present

2014 - 2016

### STUDENT

at Raffles Institution

Singapore - Cambridge GCE Advanced Level 2015

H2 (Art, Mathematics, Chemistry, Economics)

H1 (General Paper, Project Work)

Raffles Diploma Merit in Arts & Aesthetics and Character & Leadership 2015

Raffles Runway Treasurer 2016

2010 - 2013

### STUDENT

at Raffles Girls School

Singapore - Cambridge GCE Ordinary Level 2013 Higher Chinese

Top in Level for subject (Special Arts Program) 2010-2013

Raffles Colours Outstanding Leadership Award 2013

EAGLES (Edusave Award for Achievement, Good Leadership and Service) 2013

Art Club Chairperson 2013

Art Club Publicity head 2011-2012



## LANGUAGES

English



Chinese



## INTERESTS

Inspired by her background in fine arts and fashion design, Irene occasionally creates costumes, props and accessories. She also offers her makeup skills to friends who need makeup-artists for shoots or films.

When not creating art, Irene enjoys playing RPG games and asymmetrical games. She also enjoys swimming.

Irene volunteers with Make A Wish Foundation.



## CONTACTS



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