



CRYSTAL LAU

Digital Illustrator

EDUCATION

Singapore Polytechnic

Diploma in Game Design and Development
2018-2021

Gained experience making board and card games

Learned Basic Drawing and Graphic design

Gained experience making 2d art assets for a platform game

Gained experience modeling with 3Ds Max and texturing 3D models in Substance Painter

3DSense Media School

WSQ Diploma in Media (Visual Graphics) Concept Design & Illustration

2023-2024

Gained knowledge of advanced fundamentals and digital rendering techniques, as well as designing concepts for characters, vehicles and props.

Gained experience in creating UI graphics

Gained knowledge of 3D modeling in Maya

WORK EXPERIENCE

Razer UX/UI Artist

2020 March - August

Designed web pages and created animations for them, created 2D assets for their mobile app and 2D livestream alert animations

Freelance work

Taken commissions from 2 twitch streamers to design emotes and sub badge icons

The Learning Lab Graphic Design Artist Intern

2024 October - 2025 April

Designed and created graphics and infographics as well as creating layouts for various learning materials and merchandise

CONTACT

PHONE:

+65 8363 6080

PORTFOLIO:

<https://crystallau123.wixsite.com/meeps>

EMAIL:

CRYSTALLAU88@GMAIL.COM

Softwares:

Photoshop: Proficient

Clip Studio Paint: Proficient

Autodesk Maya: Proficient

Adobe After Effects: Proficient

Live2D: Proficient

Adobe Illustrator: Proficient

Adobe Premiere Pro: Intermediate

Paint Tool Sai: Proficient

Adobe InDesign: Proficient

SKILLS

2D Digital Illustration: Proficient
2D Animation: Intermediate
3D Modeling: Proficient

PROJECTS

Cookie Run Kingdom UI Redesign (DEC 2023-MARCH 2024)

A group project of 4 members aiming to redesign the UI elements of our chosen game based on a chosen event theme. Our chosen theme was the Tanabata festival.

I was in charge of redesigning the UI elements of 3 in game screens-The Special Episodes screen, battle pass screen and Kingdom Arena screen. I was also in charge of designing new furniture and skin for the existing character, Pomegranate Cookie.

Jack's Adventure (OCT 2020-FEB 2021)

A 3D Action game where you play through a parody of the famous children's story, "Jack and the Beanstalk". Make use of weapons and a grappling hook to infiltrate the giant's castle and steal his treasure.

I was in charge of modelling and texturing some of the weapons, environmental props and characters.

Obon Festival (OCT 2019-JAN 2020)

A 7 man, Obon festival-themed tower defense game where players take advantage of resource management and strategic tower placement to fill the happiness meter of passing ghosts.

I was in charge of modelling the enemy models and environmental assets as well as texturing and animating them.

Fearless (APR 2019-OCT 2019)

A 7 man puzzle platformer featuring the use of light to help players find the key to unlock the next level. It was showcased at Anime Fest Asia(AFA) 2019

I was in charge of designing props as well as animating them. I also did master sketches and final renders for the environmental backgrounds.