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Summary

3 years of total experience working as a multi-disciplinary Creative Technologist. Helped create Singapore's first virtual influencer.

I am experienced in Creative Coding, 3D modeling, physical computing, XR Technology and interactive experiences.

I am currently passionate about, and learning, Touch Designer and Unity. I am also extremely passionate about food (especially food science and politics), culture and sustainability.

I derive a lot of joy and inspiration from conversations! Let's connect!

Experience



XR Lab Assistant

Parsons School of Design - The New School

Sep 2022 - Present (7 months)

- Led class workshops regarding XR technology (VR, AR)
- Guide students through the onboarding process for VR headsets
- Researched and designed XR experiences

MOHT Creative Intern

MOH Office for Healthcare Transformation (MOHT)

May 2022 - Aug 2022 (4 months)

- Led outreach events and created pitch decks
- Liaised with the Ministry of Education, mental health professionals, schools and partners, vendors and organizations
- Led and conducted user research among youths
- Assisted with the UX design of two mobile and desktop platforms
- Curated resources and content for youths



Freelance 3D Artist

Finding Pictures

Jun 2022 - Jul 2022 (2 months)

Directed, created 3D models and assets for animation screened in front of the nation during Singapore's National Day Parade (2022).

View the full video here: <https://youtu.be/m68FWF8dO4M>



Creative Intern

Dentsu Isobar

Nov 2020 - Aug 2021 (10 months)

- Worked on one of Singapore's first virtual influencers (<https://www.instagram.com/here.is.rae/>).
- Directed photoshoots and video shoots.
- Created 3D and 2D assets that would be used in magazines, newspapers, AR Filters, social media pages, or sold as NFTs.
- Collaborated with big influencers and brands eg. Nike, Razor, Kim Robinson.
- Designed pitch decks for Coke, Mobile Legends, and Standard Chartered Bank.



Design and Marketing

The School of Positive Psychology

Feb 2020 - Jun 2020 (5 months)

- Led marketing and outreach strategies
- Lead designer for newsletter and website
- Created content, motion graphics, illustrations, animations for social media platforms and online courses
- Increased Facebook follower count by 20000+, and Instagram follower count by 3000+

Education



Parsons School of Design - The New School

Bachelor of Fine Arts - BFA, Design and Technology

Aug 2021 - May 2025

Skills

Unity • Virtual Reality (VR) • Augmented Reality (AR) • Web Design • Adobe Creative Suite • Python (Programming Language) • Arduino • 3D Modeling • Physical Computing • TouchDesigner

Honors & Awards



Most Creative use of Quantum Technology- IBM's Quantum Design Jam - IBM x

The New School

Oct 2022

My team created an immersive experience exploring the concepts of superposition and entanglement in the Quantum system.

View more about our work here: poopsyepi.com



Best in Hardware Track, Best in Technology Horizons for Human Interfaces and Grand Finalist - MIT Reality Hack 2023

Jan 2023

My team created a bluetooth jaw haptic device to create more immersive, interactive social VR game experiences.

For more info, visit: <https://devpost.com/software/i-llbyte-vr-haptic-jaw>