

JAISON FAN

JAISONFAN@GMAIL.COM

PROFILE

Full Name: Fan Wai Keat, Jaison

Date of Birth: 23rd March 2002

Nationality: Singaporean

Languages: English, Mandarin

Job Title: Game Designer, User Experience Designer,
Level Designer, 3D Game Artist



BACKGROUND

09/2025 - Current

BA in User Experience and Game Design, Digipen Singapore,
Singapore Institute of Technology

03/2022 - 08/2022

Deep Dive Studios, Game Designer, Internship

04/2020 - 02/2023

Singapore Polytechnic, Diploma in Games Design and Development
(Art Specialization)

04/2019 - 02/2020

Singapore Polytechnic, Polytechnic Foundation Programme

PROJECT EXPERIENCES

LOST IN TIME

A school-based, client project done in my final semester in Singapore Polytechnic.

It is a 3D isometric puzzle platformer designed for the client, Ednovation Pte Ltd, with the purpose of educating kindergarteners between aged 5-6 basic coding and logic design.

SKILLSETS

Game Design, Level Design

User Interface Design

User Experience Design

Game Art, 3D Enviroments & Character

3D Modelling

Story Writing, Storyboarding

Graphic Design

Concept Art

ABOUT ME

I'm Jaison, a student studying in Digipen Singapore in Singapore Institute of Technology (SIT).

I have great passion for designing interfaces, games as well as creating game art.

Though I am inexperienced in the design and arts aspect, I am more than willing to put in effort to learn more through seniors and work

CONTACT

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SOFTWARE PROFICIENCIES

Adobe Photoshop	<div><div></div></div>
Autodesk Maya	<div><div></div></div>
Adobe Illustrator	<div><div></div></div>
Adobe Premiere Pro	<div><div></div></div>
Figma	<div><div></div></div>
Unreal Engine	<div><div></div></div>
Unity	<div><div></div></div>
ZBrush	<div><div></div></div>

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