



JING TAN

GAME GENEALIST

2D, 3D & UI ARTIST | UX DESIGNER | UNITY DEVELOPER | QA | MUSIC COMPOSER

PROFILE

Multi-disciplinary artist, designer, programmer, musician and producer with 4 years of experience in UI/UX, Unity games development, AR, VR, MR, animation, audio, video, web and mobile applications. I have a creative background in arts, a technical foundation in programming and strong analytical skills founded in data science. Having a broad skillset enables me to cover a large area of the project pipeline.



CONTACT

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- London, UK

AWARDS

- London Student Enterprise Award
- Trinity Bronze Arts Award
- Escape Studios Game Jam Winner
- Sheffield Young Artist of the Year

INTERESTS

- ▶ Game Design
- ▶ Programming
- ▶ Level Design
- ▶ Pixel Art
- ▶ Animation
- ▶ VFX
- ▶ Web Design
- ▶ Multimedia

CONNECT

- twitter.com/spiderlili666
- github.com/spiderlili
- spiderlili.itch.io
- instagram.com/spiderlili666
- linkedin.com/in/jingchuntan

WORK EXPERIENCE

- 2018** • **FREELANCE DESIGNER, DEVELOPER & QA VARIOUS CLIENTS**
 Projects for SEGA, BBC Two, Roundhouse and more.
- 2016** • **CREATIVE DEVELOPER & UI/UX DESIGNER ZAPPAR**
 Wearing multiple hats to create AR, VR and MR experiences.
- 2014** • **DIGITAL INNOVATION INTERN UNIVERSAL MUSIC GROUP**
 Projects for Madonna, KISS, 5 Seconds of Summer and more.

EDUCATION

BSC CREATIVE COMPUTING (FIRST CLASS HONOURS) - 2016

Goldsmiths, University of London
Consistently received top marks in all modules & featured in degree shows.

ART & DESIGN FOUNDATION DEGREE (DISTINCTION) - 2012

Rotherham College
Completed various modules in Fine Art, Graphic Design and Animation.

PROFESSIONAL SKILLS

