



Hello!

My name's Andree and I'm a Graphic Designer.

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PROFILE

A 23-year-old undergraduate student from Nanyang Technological University's School of Art, Design and Media. Indonesian who have been living and studying in Singapore since 2012. Majors in Visual Communications and skilled in Adobe Photoshop, Illustrator and InDesign. Also experienced in photography and image processing and/or manipulation.

As a creative and a designer, seek to always take pride in work by being committed to a task and working hard to support clients' vision and needs. Strives to design according to personal ideals—honesty, respect and practicality among others—and hopes that final works reflect a sincere passion for design.

EDUCATION

2019 ● **Nanyang Technological University (NTU)**
*Bachelor of Fine Arts, Visual Communications
Singapore (August 2016–present)*

- A recipient of the NTU ASEAN Undergraduate Scholarship.
- Awarded Dean's List for Academic Year of 2016/17 (top 5% of cohort).
- To date, cumulative Grade Point Average (cGPA) of 4.48/5.00
- Expected Graduation: May 2020

2015 ● **Hwa Chong Junior College**
*Science Stream (BCM/A)
Singapore (January 2014–December 2015)*

- Admitted through the Direct School Admission for Art Elective Programme.
- Took H2 and H3 Art with an A-Level score of 'A' & 'Distinction' respectively.
- Awarded 'First in Art' in JC1 and JC2
- Scored a University Admission Points (UAP) of 87.5/90

2013 ● **St. Joseph's Institution**
Singapore (January 2012–December 2013)

- Enrolled in Secondary 3 through the ASEAN School-based Scholarship.

WORK EXPERIENCE

**Nanyang Technological University,
Office of Student Community Engagement**

*Student Assistant Graphic Designer
Singapore (February 2017–present)*

Learning Points and Achievements:

- Created a logo for the Office which was used from then on in publication materials.
- Designed various publication materials over the two years ranging from posters, web banners, sign boards, booklets, stickers and stationery among others.
- Experienced in creating multiple versions of a single design to suit the requirements of various platforms.
- Accustomed to working under corporate guidelines, rules and restrictions.

School of Art, Design and Media

*Image Compositing and Reconstruction
May 2019–December 2019*

Learning Points and Achievements:

- Stitched 36 TIFF files containing photographic segments of a 15th century Venetian world map to create a large, high-resolution (±31,000 by 31,000 pixels) image composite in Adobe Photoshop.
- Wrote a 13-page academic paper that aimed to break down the process in layman's terms.

Wilhelmsen Ships Service (WSS)

*Graphic Design Intern – Ships Agency Global Marketing HQ
May 2019–July 2019*

Learning Points and Achievements:

- Under my supervisor's guidance, consolidated information, structured and designed the pitch deck for a BHP tender. WSS won the tender, and the pitch deck became a template for subsequent tender pitch decks.
- Experienced in doing design work with the constraints of Microsoft Office in mind, prioritising editability and compatibility.
- Established a system, modified from vector-based stock illustrations, that allows for the assembly of isometric figures that accurately depict WSS agents of different gender and nationality in various poses.

CO-CURRICULAR ACTIVITIES

Nanyang Technological University Hall of Residence 7 Junior Common Room Committee (JCRC)

(September 2016–present)

The student body responsible for planning and organising events throughout the academic year for hall residents.

- **Sep 2016–Sep 2017:** Business Secretary. Responsible in contacting and securing sponsors. Occasionally creating promotional materials.
- **Sep 2017–Sep 2018:** Publicity Secretary. Responsible in designing and overseeing the production of various publicity materials for the hall. This includes t-shirts, booklets and banners.
- **Sep 2017–present:** Publications sub-committee. Responsible in assisting Publications secretary in photographing various hall activities.

Nanyang Technological University Hall of Residence 7 Freshmen Orientation Programme (FOP)

(end 2016–present)

A subdivision under the JCRC responsible for planning the orientation programme for new Hall 7 residents.

- **End 2016–Jul 2017:** Publicity and Publications sub-committee. Designed and developed logo and visual theme of orientation programme. Documented the event and conceptualised, shot and edited short video clips as part of a promotional video.
- **End 2017–Jul 2018:** Publicity and Publications main committee. Led a team of 7 in brainstorming for the programme's theme, conceptualising and conducting photoshoots, maintaining social media accounts, designing and producing collaterals, decorating event venue, and documenting the event.
- **End 2018–present:** Publicity and Publications sub-committee. Helped in conceptualising and conducting photoshoots for the main committees.

ICN Cultural Productions

(August 2017–February 2019)

A 100% student-run theatrical production initiated by the Indonesian students of Nanyang Technological University.

- **Aug 2017–Feb 2018:** Publicity main committee. Responsibility includes:
 - Creation of logo & visual theme of the production.
 - Design and production of posters and flyers.
 - Layout and production of programme booklet
 - Editing of short promotional videos.
 - Planning the production's Instagram feed.
- **Aug 2018–Feb 2019:** Publicity sub-committee. Responsibility includes:
 - Creation of logo of the production.
 - Conceptualising show poster.
 - Ad-hoc design works to help meet tight deadlines.

SKILLS

Language Skills

- Bahasa Indonesia ██████████ (Mother Tongue)
- English ██████████ (Proficient)
- Chinese Mandarin ██████████ (Elementary)

Software Skills

Platform: Mac OS and Windows 7

- Adobe Photoshop ██████████ (Proficient)
- Adobe Illustrator ██████████ (Proficient)
- Adobe InDesign ██████████ (Proficient)
- Adobe AfterEffects ██████████ (Intermediate)
- Premiere Pro CS6 ██████████ (Elementary)
- FontLab Studio ██████████ (Elementary)

Photography Experience

Camera: Nikon D7000, basic DSLR camera

Editing software: Photoshop and Adobe Camera Raw

- Documentation of events and performances.
- Documentation of sport games.
- Product photography.
- Formal and informal photoshoots.

Others

- Traditional drawing
- Traditional illustration