



SCAN FOR PORTFOLIO!

MARGARET SUHASINI ANTHONY

Graphic Designer | Interactive media designer

<https://margarethanthony96.wixsite.com/portfolio/work-3>



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@margzloveart

PROFILE

Margaret is an individual eagerly experimenting and creating graphic and digital works related to social cause. she strongly believes that technology empowers an individual. Therefore, most of her works use technology such as sensors and digital media as tools to deliver her message. She is also an individual who is eager to learn new skills and is fast in adapting to new environments. Furthermore, Margaret is a great team player and works well around people of different backgrounds.

EDUCATION

Nanyang Technological University (NTU)

2016 - Present

Bachelor of Fine Arts specialising in interactive media

University of Buffalo (SIMGE-First year)

2014-2016

Bachelors in Communication

Pioneer Junior College

2011-2014

GCE 'A' Level

Diploma in Indian Traditional Dance

2009 to 2011

SKILLS

Illustrator MAX/MSP Python (beginners)

Photoshop Arduino Java (beginners)

AfterEffect Cinema4D Chinese Language (conversational)

Processing Adobe XD

INTEREST

1. User Experience Design
2. User Interface Design
3. Motion Graphics
4. AR and VR works
5. Sensor-based Installations
6. Web and application development

VOLUNTEER

Children's Society Tutor JUN 2017

- Tutored students and engaged in fun ways of studying..

Associate for Musilm Professionals Art teacher JAN-JUL 2018

- Organised and crafted art sessions as stress-relief activities for students who come to the centre after school.

COVID-19 Tamil Translation group Volunteer APR 2020

- Aided in creating translated (Eng-Tamil) graphic infographics for migrant workers to understand the procedures for swab testing and identifying symptoms.

EXPERIENCE

Innosparks Open Lab-ST Engineering Graphic Design Intern APR-JULY 2019

- Working on illustrations for the launch of their new product, Air+ kids mask and this aided the team in working faster due to the timeline

- Illustrations for Air+ Kids kit for their parents. This provided great exposure in helping me learn to work on a tight dateline

- Designing brochure for Airbitat and attended courses in user experience design.

Ministry of Culture, Community and Youth (MCCY) FEB -APR 2020

User Experience intern

-Assisted in User Experience design sprint by providing feedback solutions for problems that arised during user-testing.

-Content creation for "Our_sg" instagram site that aided in increasing engagement in followers and increase awarens during COVID period.

Teck Ghee Youth Network JUN 2017- PRESENT

Grassroot, Publicity and new media Secretary

- Ideation and execution of marketing collaterals for events organized by the youth network.

- Organising events for the residence of Teck Ghee zones.

- Videography, photographing and editing visuals of community events.

The Artground-A Curious Place To Be JUN-OCT 2019

National Art Council

Technical Project Assistant (arduino programming)

- Assist to coordinate with the artist and TAG regarding the setup details, mainly technical aspects. My technical experience in sensors aided in problem solving when we had a hiccup in the setup

-Assisted to create sensor based interaction in the installation such as tilt sensors triggering light.

WHITE ROOK CONSULTANCY MAY 2018

Freelance designer

- Ideation and creation of new logo for the company


- Development of design collaterals such as business cards, letterhead and more.



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ACHIEVEMENTS & AWARDS

National Youth Changemakers Grant (NYC) *Grant Recipient*

-Proposed an interactive art installation that would help increase awareness of racial discrimination in Singapore. In this installation participants will walk into the shoes of those that have been racially discriminated. Through this we hope to evoke empathy in people.

Propose-A-Parklet Artist Open Call *Top 10 finalists*

- During this open call we proposed an art installation to be placed outside Substation. In our ideation we proposed to build an interactive sensor-based See-Saw that will increase engagement and a sense of play as participants return to their childhood.

STEM IMAGING II- Fraunhofer MEVIS *Artist*

-Received Honourable mention for a proposed concept, *WomanHood*.

Undergraduate Research Experiment on Campus (URECA) *student*

-Worked together with professors in Singapore and United Kingdom to further research regarding problems Refugees face across the Mediterranean sea.

Hackwagon Academy *Participant*

-Attended a class DS101: Introduction to Python Programming

Tech for Good Idea Hackathon -Codette Project & Facebook Community Leadership Program *Participant*

-Proposed a platform, website, to help home brand fisheries sell their home grown fishes.