

Joel Yee Yong Yi,

UI/UX and Game Designer

Contact

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Skills

- User Design
- Visual Design
- Product Design
- Level and Game Design
- Interaction Design
- Graphic Design
- User Testing
- Design Thinking
- C# Scripting
- Adaptability and Continuous Learning

Tools

- Adobe Illustrator
- Adobe Premier
- Adobe Photoshop
- Figma
- Figjam
- Unity

Awards

- SIT Hack Rift 2022 Finalist
- Edusave Scholarship 2016
- Edusave Scholarship 2015

Work Experience

OCBC Business Transformation Intern

MAR 2019 - AUG 2019

- Conducted user research and analyzed data to identify design opportunities and inform design decisions
- Developed both low and high-fidelity wireframes for diverse projects.
- Collaborated in refining the interface and user flow of an existing financial advisory system.

Systematic Controls Pte Ltd Branding Intern

SEPT 2018 - FEB 2019

- Designed and developed logos and other branding elements.
- Provided comprehensive personal support and assistance in a professional capacity.
- Collaborated with developers to ensure that designs were accurately implemented and met branding standards

Education

DigiPen Institute of Technology Singapore

Bachelor of Arts - User Experience and Game Design

JAN 2022 - JAN 2026

- Relevant coursework: Game Design, Level Design, Branding Design, Design Thinking, Information Architecture, User Research, Psychology, Physics and Statistics.

Singapore Polytechnic

Diploma - Business Information Technology

Apr 2017 - Apr 2020

- Relevant coursework: Front End Development, Mobile and Web Development, Marketing, Branding, Graphic Design, Data Systems.
- Completed a final year capstone project by designing an educational video game for FWD Singapore.