



Johor, Malaysia
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An avid weaver of tales of identity, belonging and hope, themes that are clear in all my work, from game writing to my illustrations and comics. In the journey of loving the beautiful intersecting experiences of the self, I explored such themes in my previous activism work pertaining to championing fellow shared marginalised communities.

Currently working on other projects in my field of illustration, comics and sociolinguistics.

Education:

Universiti Teknologi MARA —

2015 - 2019 (CGPA 3.2)
 Bachelor (Hons.) in English for Professional Communication with Education Minor

2014 - 2015 (CGPA 3.78)
 Foundation programme in Teaching English as a Second Language (TESL)

Software:

Paint Tool SAI 2
 Microsoft Office
 DaVinci Resolve
 Affinity Publisher
 Clip Studio Paint
 Notion

Skills:

Project Management
 Research and Development
 Strategic Planning
 Process Improvement and Implementation
 Creative and Narrative Writing
 Cross-cultural & Professional Communication

Languages:

Bahasa Malaysia
 Speaking and Writing Proficiency

English
 Speaking and Writing Proficiency

Professional Experience

Employment:

APRIL 2019 - JANUARY 2024
 Breakfast Studio, Remote

Narrative Designer, Art Director

- Researched and plotted out storyline and characters
- Designed characters and provided references and guidance for team artists
- Worked closely with game designer to ensure game narrative and mechanics supported each other

MARCH 2019 - JUNE 2019
 Roo Branding, Johor Bharu

Copywriter Internship

- Copywriting English ads and corporate statements
- Translation of copywritten documents from English into Malay and vice versa

Project Involvements:

Jan 2024
 Ye Olde Worm Princess: — Global Game Jam
Concept Writer, Art Director, Project Manager

May 2023
 CodeHeart — YSEALIGame Changers
Illustrator, Game Writer

May 2022 - Nov 2022
 Slow Down and Look at the Stars — Libraries of Resistance
Project Manager, Illustrator, Writer

Dec 2021
 Other Worlds by Atelier Arcadia.
Illustrated piece 'Panic! At the Koptiam'

July 2021
 Stories for a Cause 2 by Tabung Pelangi.
Illustrated, Coloured & Wrote Comic 'Sah'

July 2021
 Comrade Himbo by POME Magazine.
Illustrated piece 'Keamanan dan Kebebasan'

Dec 2020
 Our Final Halloween by Mike Garley.
Illustrated Comic 'Flea Day'

Nov 2020
 Sound: A Comics Anthology by Difference Engine.
Illustrated, Coloured & Wrote Comic 'Signals'

Aug 2019
 Pipedream RPG by Role Over Play Dead.
Cover Illustration

References:

Sander Moolin
 Technical Lead, Breakfast Studio
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Charis Loke
 Freelance Editor & Project Consultant
 Difference Engine & I4C-EA
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Nur Dini Batrisyia
 Lightning & Compositing Artist
 Lemon Sky Studios
VampiroArto@gmail.com