

Dominic Chan Yi Khin

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Personal Information

Gender: Male
Date of Birth: 19 April 1988
Citizenship: Singapore
Marital Status: Single

Languages

English (Spoken, Written, Native)
Japanese (Spoken, Written, Intermediate)
Mandarin (Spoken, Written, Basic)
Cantonese (Spoken)

Employment History

FZD School of Design

Art Instructor (Art Director)

_____ [Sept 2020 – Present]

During this tenure I filled in the role of Art Director teaching Design Sketching, Perspective and Production Design Classes. As Art Director I prepared the lessons and assignments/briefs for the respective classes under the supervision of Feng Zhu to ensure materials adhere to the school's direction. This involved proposing updates to lessons and assignments to meet current industry standards, such as introducing Blender as the primary 3D tool taught at FZD.

For Production Design my role was to art direct final term students in producing designs for their portfolio. This involved guiding students to meeting the specifications of their selected briefs, ensuring the work is suited for a mass market product in terms of both design and art quality. This was done through planning and managing a schedule for submissions of designs, providing guides, samples and lessons to communicate expectations and knowledge to students.

Students would be able to find me for consultation outside of class for additional guidance as requested. I also helped to train assistant art instructors by sharing knowledge of design, art, and teaching so that they would be able to adapt to their positions faster and such that the school would be able to provide more unified and effective teaching to students. Training the teaching aspect involved explaining to assistant art instructors: what type of guidance was meaningful, the extent to which information needs to be broken down, and how to present this information to students.

Assistant Art Instructor (Art Lead)

_____ [Aug 2019 – Sept 2020]

As an assistant art instructor I prepared demos and notes for students across all terms for the assignments they would undertake. This process would allow the school to test new assignments and evaluate the feasibility and learning outcomes.

I would present the demos and notes in the form of a supplementary lesson going over the design process, additional knowledge and techniques, and how things fit into the industry be it in-house or freelance. I covered topics from design, art, and other aspects of business such as time management, rates and good practices with clients.

Aside from the supplementary lessons I would provide 1 day of one-on-one consultation during studio time for students, simulating the role of an Art Lead. Students would also have access to me throughout the week for additional consultations on request.

During this tenure I also co-taught Design Sketching and prepared briefs and ref/mood boards for student assignments.

Freelance (Concept Art and Illustration)

_____ [Jul 2017 – Present]

Concept Art, Background Art, Illustrations
Clients: Portal Games, Fable Labs, Lights and Shadows Singapore

Witching Hour Studios

_____ [Apr 2015 – Feb 2017]

Concept Artist/2D Artist for Masquerada: Songs and Shadows

Produced concept art, production drawings and 2D game assets primarily for environments and props. This involved discussions on level layout, design research and design sketches. Implementation of the assets in-game when asset production was completed. Occasionally helping with texture work for 3D assets. Supported the lead artist with regards to project management and art direction for all tasks related to environments. Translation and editing for the Japanese language demos shown at Tokyo Game Show.

Concept Artist for Project FIA (Cancelled)

Produced concept art for environments and props. Set the design direction for the Alien/Bunker People faction. Supported the lead artist with regards to project management and art direction for all tasks.

Concept Artist for Project VR Chef (Cancelled)

Produced concept art for environments and props. After the initial design sketches for a level were done, I would produce the block mesh for level design testing. After adjustments were made for gameplay the models were then used as a base to produce further concept art/production drawings.

Freelance (Architecture Services) _____ [Sep 2012 – Mar 2013]

Architecture related services such as 3D rendering, digital imaging, and drafting.

Singapore Armed Forces _____ [Sep 2008 – Sep 2010]

Artillery Battery Commander (National Service Full-Time)

Manage Battery training and security during peace-time training and stand-by operations.

Attend higher HQ briefings and relay command to battery during stand-by operations and military exercises.

JTC Corporation _____ [Mar 2008 – Jun 2008]

Office Assistant

Drawing and calculation for building documentation/drawings.

Catalogued, archived and digitalised building documentation.

Laud Architects _____ [Feb 2007 – Apr 2007]

Intern/Architectural Assistant

As part of a team, produced technical and presentation drawings for architectural projects and competitions.

Updated and amended building documentation/drawings for projects under construction.

Produce study models for architectural designs.

Independently produce design proposals for details/parts of projects.

Education

Learnsquared Concept Art for Production _____ [Nov 2018 – Dec 2018]

4 week Mentorship with Jan Urschel

CGMA Variable Concept Art Techniques _____ [May 2018 – Jul 2018]

10 week mentorship with Ken Fairclough

Learnsquared Sketch Anything _____ [Feb 2018 – Mar 2018]

4 week Mentorship with Aaron Limonick

Japanese Language Proficiency Test Level N1 _____ [Jun 2017]

Diploma in Industrial Design _____ [Jun 2013 – May 2014]

FZD School of Design

Bachelor in Architectural Design (with Distinction) _____ [Feb 2011 – Jun 2012]

Royal Melbourne Institute of Technology

2 years Advanced Standing

Japanese Language Proficiency Test Level 3

_____ [Feb 2008]

Diploma in Architecture

Singapore Polytechnic

_____ [Apr 2005 – Feb 2008]

Main Tools/Software

Adobe Photoshop

Blender

Other Tools/Software

Modo

Zbrush

3ds Max with Vray/Mentalray

Rhino 3D with Vray

Sketch Up

Adobe Indesign

Adobe Illustrator
