

# Yee Kar Kin

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## DESIGN PHILOSOPHY

“Being an avid designer, I revel in the fact that our industry swiftly evolves with the winds of change. Likewise, I fervently desire to learn as I step into the future, and experience a spectrum of media. Design is clearly a riveting passion that I possess in life.”

## EDUCATION HISTORY



<b>Anglo-Chinese School (Junior)</b>	1996 - 2001
<b>Anglo-Chinese School (Independent)</b>	2002 - 2005
<b>Temasek Polytechnic Design School</b> – Diploma in Moving Images	2006 – Present
▪ Director’s List (Academic Year 2006 / 2007)	
▪ Director’s List (Academic Year 2007 / 2008)	

## EMPLOYMENT HISTORY

<b>Touch Community Services</b> – Temporary Administrative Staff	February 2006
▪ Initiated and set-up classification system for Library; and assisted in facilitating several public events	
<b>Superdog (Food and Beverages)</b> – Barista, Cashier and Server	February 2007
▪ Developed innate yearn to efficiently satisfy customers	

## PROFESSIONAL EXPERIENCE

<b>Malayan Banking Berhad</b>	April 2007 - June 2007
▪ Conceptualized and pitched concepts to advertise Maybank’s ePocket online banking	
▪ Worked in a team to create an Animated Storyboard, “Sunflower Fields”	
<b>Rohde &amp; Schwarz, Systems &amp; Communications Asia</b>	June 2007 - March 2008
▪ Led a team to create a Corporate Video, highlighting RSSCA’s technical flair and services	
▪ Worked in High Definition and gained experience in Motion Graphic Sequences	
<b>Design for the Ageing (&gt;60 Design Centre)</b>	October 2007 - April 2008
▪ Production Manager and Director for Short Film entitled “D.V. Ah Ma”	
▪ “DV Ah Ma” is a 10-minute dramedy, shot in High Definition and mostly Cantonese, following a one day escapade of a grandmother; giving a voice to the older generation, creating awareness that ageing does not mean futility	
▪ “DV Ah Ma” was featured at the Silver Industry Conference & Exhibition 2008 and in “>60: An Inclusive Approach” book	
<b>Singapore-MIT GAMBIT Gamelab</b>	May 2008 - September 2008
▪ Intern for Summer 2008 Programme in Massachusetts Institute of Technology, Boston	
▪ Served as Scrummaster for Game Prototype, “Picopoke”	
▪ “Picopoke” is an interpretive photo game on Facebook, based on the research objectives of creating a multiplayer game which permeates into the daily lives of players and which can be played simultaneously by players in different time zones / locations	
▪ “Picopoke” was featured at the Games Convention Asia 2008 and was covered by several media, such as “Game Axis” Online Forums and “Good Morning Singapore” (broadcasted on 22 September 2008)	

## ACHIEVEMENTS, ACTIVITIES AND COMMUNITY INVOLVEMENT

2004	- First Class Scout Award	- Programme Committee for Orientation Camp
	- Appointed as Scribe, Senior Patrol Leader	- Participated in “City of Possibilities” photography competition
2005	- <b>National Youth Achievement Award (Silver)</b>	
	- Certificate of Distinction (Gold) (Scouts)	2008
2006	- Appointed Chairman of Venture Scouts	- Student Ambassador for >60 Design Centre at Silver Industry Conference & Exhibition
	- Organised A.C.S. (I) Scouts Group Gangshow, an annual national event for Scouts and Girl Guides	- Appointed as Class Representative for Moving Images Senior Year Students
	- Contributed many hours of service to the <b>Melrose Children’s Aid Society</b>	- Joined Contrast, 24-hr Game Design Competition, developed “Moo Poot” as an Artist and Co-Designer and won the <b>Most Entertaining Game Award</b>
2007	- Spokesperson for Temasek Polytechnic Open House	

## HOBBIES

Hiking and Camping (in various terrains) • Dancing (mainly break-dancing) • Digital Photography



## CHARACTER REFEREES

**Julian Siau** – Lecturer, Temasek Polytechnic Design School  
**Patrick Soo** – Scouts Teacher I/C, A.C.S. (I)

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