LIM MING CHERN

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Summary

An avid fan of animation with a keen interest in telling stories and expressing emotions via body language, movements and well composited storyboards! Always on the lookout for new experiences and skills to create a better experience through character acting! I would love to apply my knowledge to grow Singapore's local gamedev scene!

Skillset

Software Knowledge:

- Autodesk Maya
- Clip Studio Paint
- Blender
- Adobe After Effects
- Adobe Photoshop
- Adobe Premiere Pro

Soft Skills:

- Communication
- Emotional Intelligence
- Accountability
- Conflict Resolution
- Teamwork
- Empathy

Work Experience

3D Artist Intern

(Sep 2024 - Apr 2025)

Dynamite Games. Pte Ltd

- Modeled, texture props and created set dressings for scenes in animation
- Set up rigs for character animation and customised based on animator's request
- Rendered poses of characters for marketing uses

Animation Intern

(Apr 2018 - Aug 2018)

AMC Studio Pte Ltd

- Visualised commercials with storyboards according to client's needs
- Created opening sequence for a TV program for Mediacorp's Channel 8

Education

Bachelor of Fine Arts in Game Art and Animation (2021 - 2025)

Digipen Institute of Technology Singapore

- Animated Assets for 2D Game Project ‘Hamington’
- Animation Lead for Film Project ‘Dungeons & Dating’
- Storyboarded, Rigger and Animator for Film Project ‘Deus Ex Machina’

Diploma in Digital Animation (2016 - 2019)

Singapore Polytechnic