

Stephanie Ho Yen Yuin

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OBJECTIVE

Experienced in creating gamified solutions and an open-minded, enthusiastic learner who enjoys taking on new challenges, gaining diverse experiences and continuously developing skills.

EDUCATION

Bachelor of Science in Design and Artificial Intelligence, SUTD

2024 - Present

- Currently in Term 5, Year 3

Diploma in Game Design & Development, Temasek Polytechnic

2021 - 2024

- Graduated with Diploma with Merit · GPA 3.75

SKILLS

3D Modelling	Coding	Others
Blender	Unity Engine (C#)	Microsoft Office
Autodesk Maya*	Web Dev (HTML/CSS/JS, MySQL)	Adobe XD
Rhino 7/8	Android Studio (Java)*	Character Creator 4 / iClone 8
	Arduino IDE	

*Familiar but not recently practiced

EXPERIENCE

Product Design & Prototyping | LionsBot International

Jan 2026 - Apr 2026

- Collaborated with other students to develop a device prototype to improve bed-tucking efficiency for hotel housekeepers as a school project for the client
- Designed, 3D modelled and animated the product concept
- Programmed Arduino Uno for control logic and user input handling
- Assisted with integration of electronic components with the mechanical design

3D Artist Intern | Viziofly

Jun 2023 - Feb 2024

- Self-taught Blender to 3D model and texture low-poly game assets
- Input C# scripts necessary for game assets and fixing minor bugs
- Worked (Modelled, Textured, Animated, Scripted) on projects for clients such as:
 - CNA - Remembering Me
 - RSAF 55 - Open House 2023

UI Designer | Temasek Polytechnic (School of Engineering)

Apr 2023 - Jun 2023

- Collaborated with other students to develop an engineering simulator for the students
- Created low-fidelity and high-fidelity prototypes to demonstrate game ideas to the client
- Modelled and textured assets, and designed UI for the simulation

2D Artist | Ascott Group: LYF One-North

Oct 2022 - Feb 2023

- Collaborated with other students to develop an AR gamified filter as a school project for the client
- Created low-fidelity and high-fidelity prototypes to demonstrate game ideas to the client
- Designed and created assets and UI for the AR gamified filter

ADDITIONAL EXPERIENCE (CONTRACT / SHORT-TERM)

- Playtesting Participant | Ubisoft | 2026
- Data Annotator | IConQA | 2026
- AI Annotator (Research) | Social AI Studio | 2024

AWARDS / ACHIEVEMENTS

- Wilmar - SUTD Scholarship | AY2026/2027
- Challenge Winner (Team) | Hackomania 2025
- Top 20 (Team) | Singapore AI CTF 2024
- Best Ambition (Team) | SUTD Mindsports Club Game Jam 2024
- Diploma with Merit | AY2023/2024
- Director's List Award | AY2022/2023
- Director's List Award | AY2021/2022