

Timothy Rizal Wee

3D Modeler
Game & Film

Contact



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Portfolio



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About Me

Hi, I'm Timothy Rizal Wee. I enjoy creating engaging entertainment experiences. With creativity and innovation at my core, I'm excited to contribute to unique and impactful projects.



Education

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|-------------|--|
| 2013 - 2016 | Temasek Polytechnic Diploma in Game & Entertainment Technology |
| 2019 | 3dsense Media School Diploma in Animation (Game Art, Modeling) |
| 2020 | 3dsense Media School Specialist Diploma in Digital Film Production |
| 2024 - 2025 | University of Hertfordshire Bachelor of Arts (Honours) 3D Games Art & Design |



Skills & Software Expertise

Autodesk Maya Unreal Engine Adobe Premiere Creativity Teamwork
Substance Painter Adobe Photoshop Zbrush Leadership



Experience

- Feb 2024 - Sep 2024 **Lead Game Designer (Freelancer)**
Alteredverse Pte Ltd
Plan and implemented the game mechanics and design of the project. Help structure and plan out the gameloops and various interaction with player engagement.
- Jun 2023 - Sep 2024 **Game Designer**
We3D Design Studio
As a Game Designer with a knack for creative experiences, implemented the main game design and gameplay. Managed small production teams across different timezone, ensuring seamless collaboration and timely project completion.
- Aug 2022 - May 2023 **Technical Artist**
Red Door Digital
The company is a global-to-local Web3-ready metaverse game studio. Involved with asset and logic integration and scripting in both Unreal and in the in-house engine Valkyrie. Later, contributed to the gameplay and level design.
- Apr 2021 - Aug 2022 **Lead Designer & Senior 3D Artist (Generalist)**
Talansoft, Valkyrie No-code Creative Platform
Primary role was to ideate, design, and create assets for projects. Used the in-house 3D Engine Valkyrie for projects like games, trailers, and digital twins. Managed Junior 3D Artists to work on over 3D projects.
- Jun 2015 - Mar 2016 **Project Manager & Lead Game Designer**
National University of Singapore (NUS) - The Logistics Institute - Asia Pacific
An internship with the NUS that partnered with Nvidia Corporation. Focused on developing an educational game, including project scheduling, level design, and assets production.



Awards & Accolades

BirdFeed
3D Animated Short film
Producer & Environment Artist
Nominated for the National Youth Film Awards 2021 Student category
AnimArte Official Selection 2021
Draft Selection 3D Animation, The Rookies Award 2021



Hobbies & Interests



Enjoys an array of Single Player RPGs or Competitive video games.



A Dungeon Master for multiple long hombrew campaigns with friends & TTRPG communities.



A keen pianist and producer of music.