

01



DARREN TAN

GRAPHIC DESIGN (2018-2024)

- • • Have a look at my Graphic Design Portfolio; from Graphic Design, to
 - • Children Book Illustrations to Branding, Logo Design, Illustrations and
- • • some of my 3D Modelling and Rendering works!



Experienced Graphic Designer with a flair for creativity and a track record of delivering impactful designs across various mediums. Proven ability to meet deadlines under pressure while maintaining quality. Eager to contribute expertise to new projects and advance creative initiatives.

CONTACT ME

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EDUCATION

2013 - 2016 Nanyang Polytechnic School Diploma in Digital Media Design (Animation)

2019 - 2020 3Dsense Media School WSQ Diploma in Digital Visual Effects (Animation)

2023 - PRESENT Singapore University of Social Sciences BSc in Digital Media

WORK EXPERIENCES

May 2018 - Oct 2018 Graphic & Web Designer @ Quape

Nov 2018 - Mar 2019 Graphic Designer @ NTU Library

Nov 2020 - Feb 2022 Art Educator @ Our Art Studio

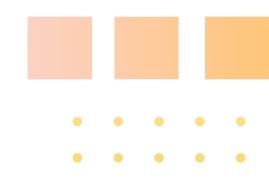
Feb 2022 - Aug 2022 Head Graphic & Multi-Media Designer @ Wonderlit

Sep 2022 - Sep 2023 Art Project Manager & Lead UI Artist @ Gumi Asia

Aug 2023 - Mar 2024 Head Graphic Designer @ Prestige Edge

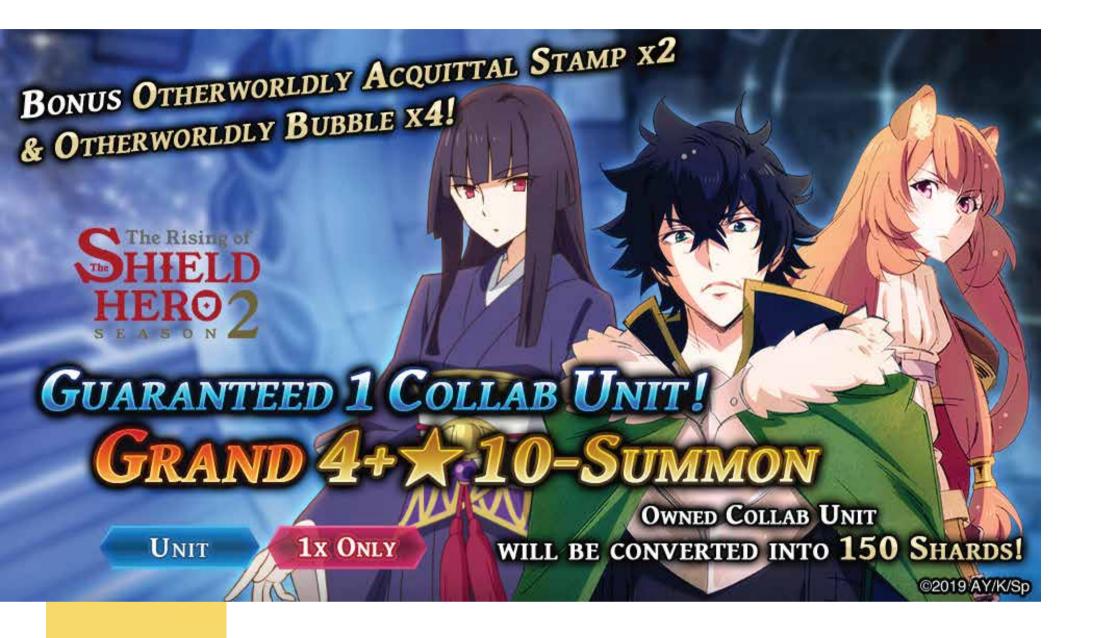
DESIGN SKILLS







01A GRAPHIC DESIGN: GACHA/SHOP BANNERS

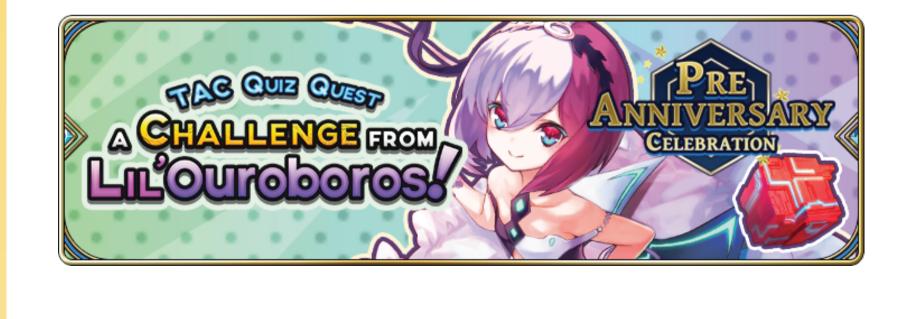












Gacha and shop banners created for a game called The Alchemist Code. Had the opportunity to work on a collaboration with The Shield Hero where I create the posters based on the anime's units on a very tight deadline.

01B GRAPHIC DESIGN: POSTER DESIGNS: JEWEL





Jewel Posters/Key Visuals for Christmas 2023 and Chinese New Year 2024 where this was shown widely during the duration of the festives in Jewel Changi Airport, following the themes of the desired festive and working closely with the marketing team in Jewel.

01C GRAPHIC DESIGN: MULTIMEDIA DESIGNS



Short Clip showcasing the quote where teaching students that they can have a positive impact on the world will empower a generation that believes that they have a role to play in making the world a better place.

www.instagram.com/tv/CdalTfesxtP/?igshid=YmM0MjE2YWMzOA



Short gif of a castle popping out from the book, showing that reading opens up children's imagination to dream and think big.

www.instagram.com/tv/CamS_gnJeYJ/?igshid=YmM0MjE2YWMzOA



Short clip of a small bird being afraid to fly before taking the step. After a push from Mum, he managed to fly. It shows that Wonderlit is a safe space for children to learn, grow and explore without fear of failing.

www.instagram.com/tv/Ca4VE8LAw_Q/?igshid=YmM0MjE2YWMzOA

01D GRAPHIC DESIGN: EVENTS DESIGN

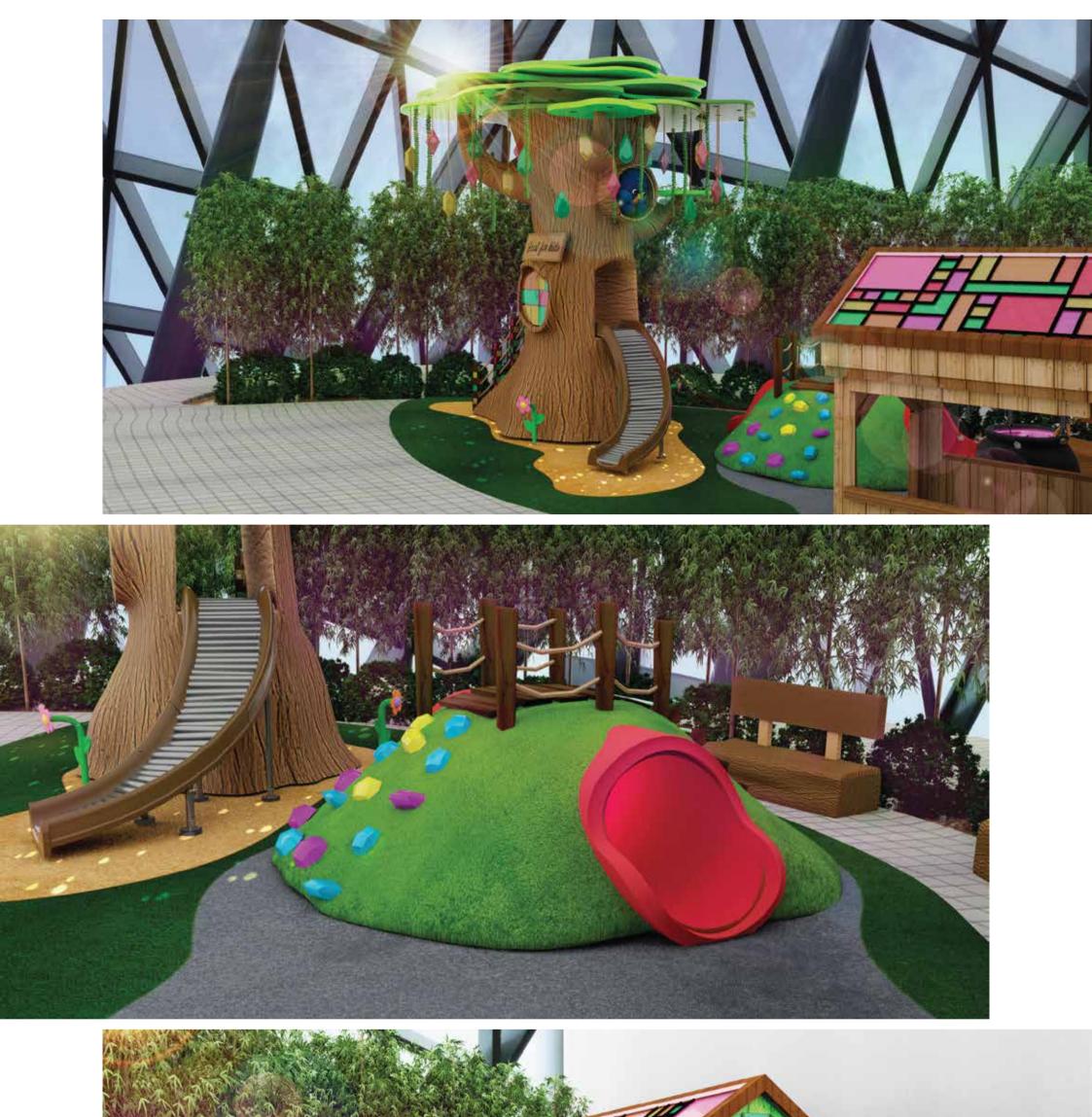




Year of the Dragon Photobooths and Events Center Piece and Prop Designs for the Roaring Dragon Chinese New Year. Some showcasing the dragon and it's traditional aspects of CNY while others are blossoming with flowers and chinese fans. There are also illustrations of possible Zodiac Props for phototaking!











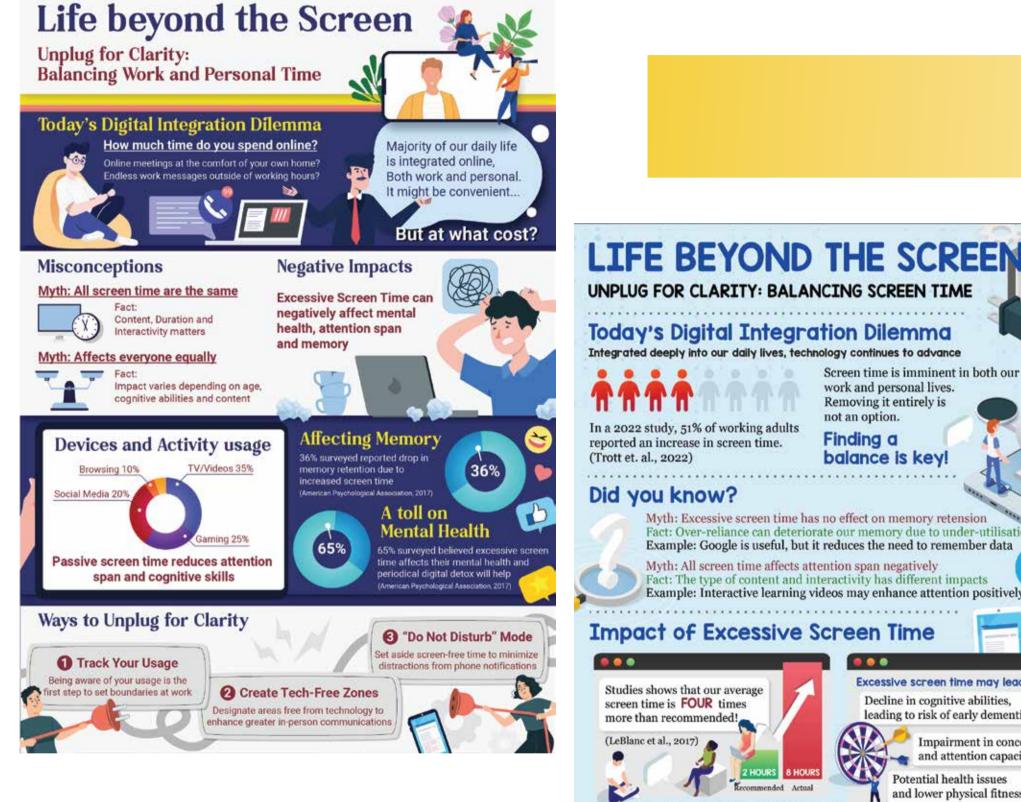




3D Visualisation and Idealisation of a play area for toddlers to play in, with a Tree Slide, a Playhouse Pen, a mossy mound and a motion play witch's pot!



GRAPHIC DESIGN: INFOGRAPHICS



LIFE BEYOND THE SCREEP

Integrated deeply into our daily lives, technology continues to advance

Myth: Excessive screen time has no effect on memory retension Fact: Over-reliance can deteriorate our memory due to under-utilisation Example: Google is useful, but it reduces the need to remember data

Myth: All screen time affects attention span negatively Fact: The type of content and interactivity has different impacts Example: Interactive learning videos may enhance attention positively

Impact of Excessive Screen Time

. . . Excessive screen time may lead to: Decline in cognitive abilities, leading to risk of early dementia Impairment in concentration and attention capacity Potential health issues and lower physical fitness

Ways to Unplug for Clarity Take ownership over your health and find the balance today

Turn off work email notifications

Schedule time for screen-free breaks. Adopt the 20-20-20 rule. For every 20 mintues



This project was tasked to bring about information about balancing our daily life as well as our screen time. It was approached in a infographic way with information.



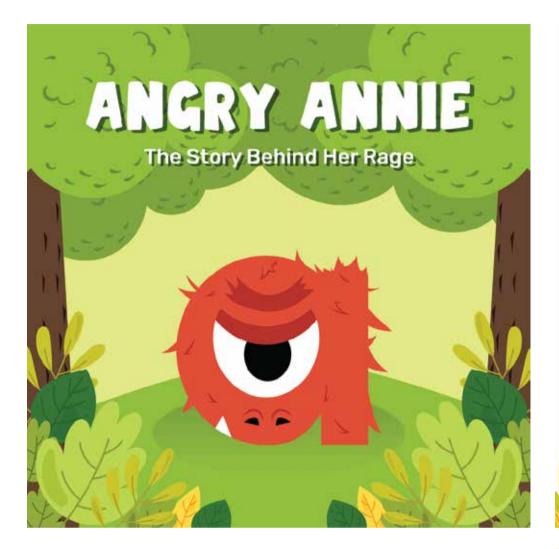
GRAPHIC DESIGN: PRODUCT DESIGN







CHILDREN BOOK ILLUSTRATION





When his father said the car was "braking",

02



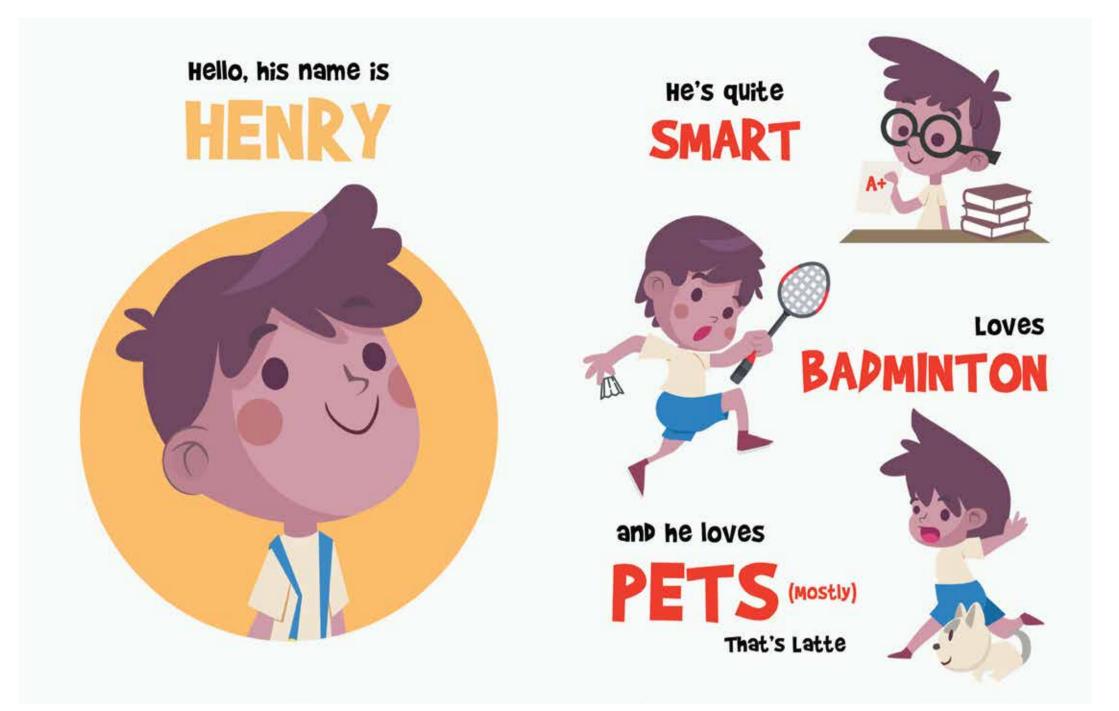
Bob got scared, he thought the car was "breaking".





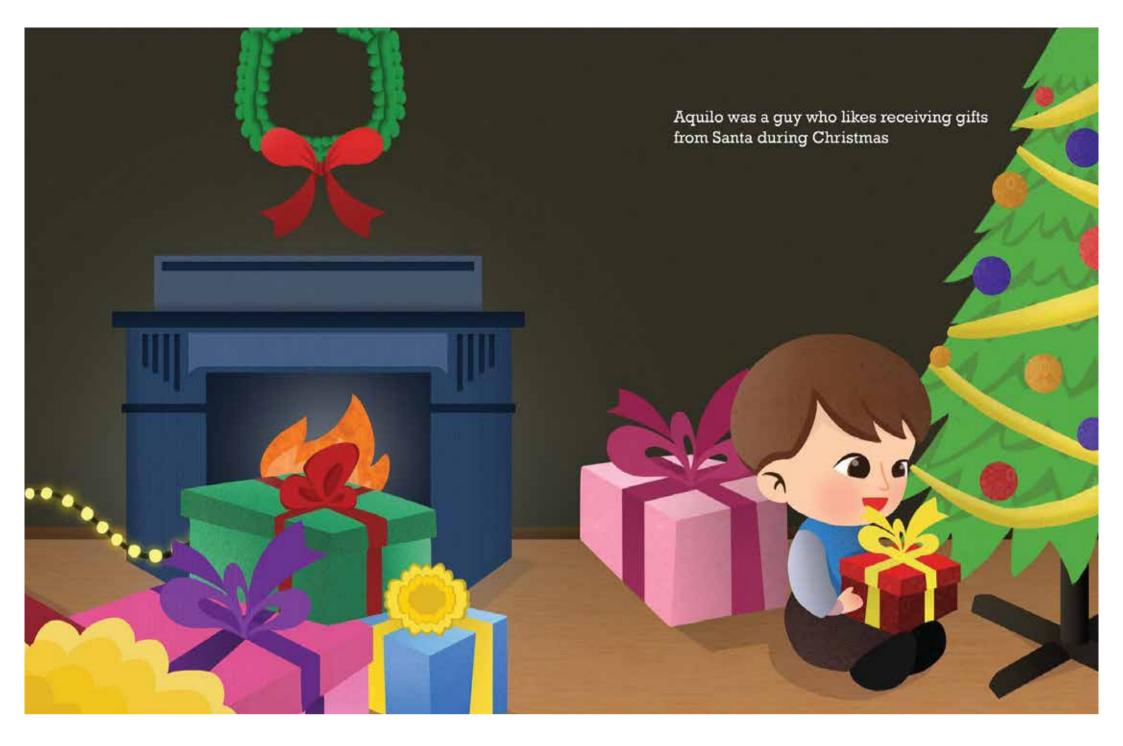
Mum was cooking a big meal because Grandma was coming over.

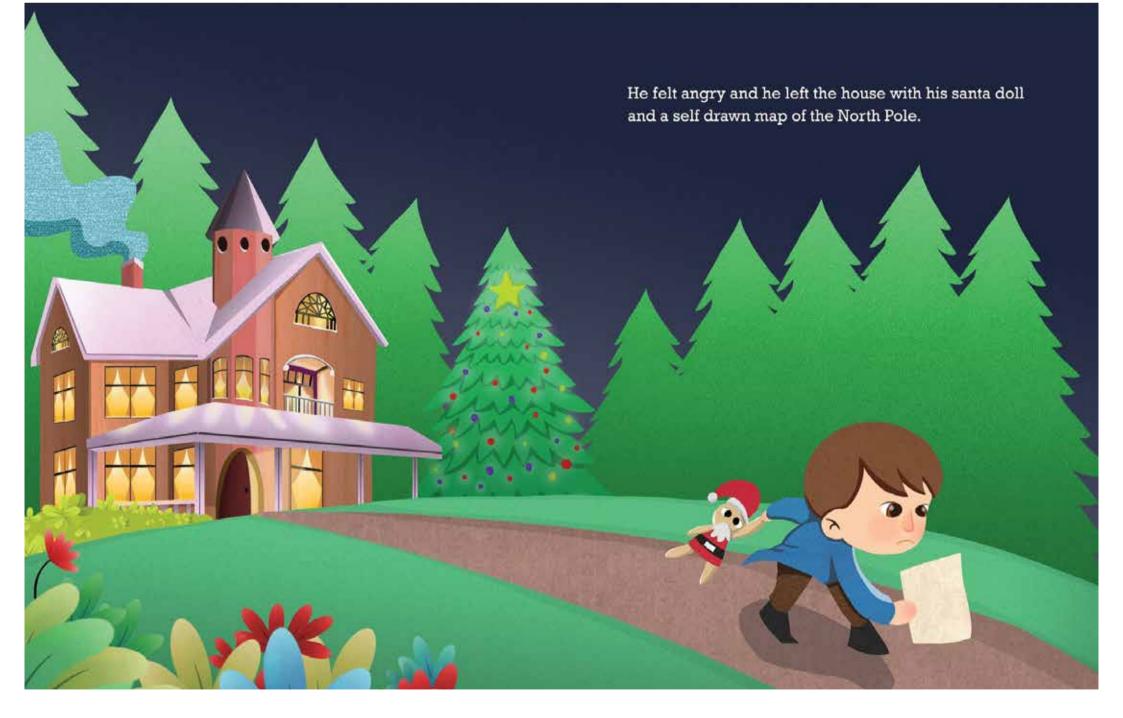
These are Children Book Illustrations done in Adobe Illustrator of cute stories done in a flip book manner with cute illustrations featuring the Lowercase Alphabet Monsters as well as other children books. Before producing the illustrations, I had the opportunity to decide and create on the story/backstory of these children books and they were posted on Instagram for feature and marketing.





A Story featuring Henry by thanking him for being kind and wishing him a Happy Birthday.





A Story about a kid, Aquilo who ran away from home in search of Santa after finding out his parents sneaked the gifts on the Night of Christmas Eve and lied about Santa all these years.

03

BRANDING & IDENTITY



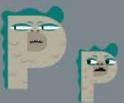
ANGRY



FED UP



KNACKERED



PARANOID



UNCERTAIN



ZONKED



BEMUSED

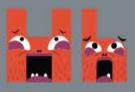


GLEEFUL

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CALM



HYSTERICAL



MISERABLE



REBELLIOUS



WITTY



DISTRAUGHT

IRATE

NERVOUS

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SAD



XENOPHOBIC

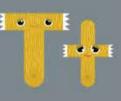


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JOLLY



OUTRAGED



TIMID



YEARNFUL





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VAIN

Branding Design done for both Wonderlit and Our Art Studio in Adobe Illustrator. I had the opportunity to create the lowercase alphabet for the company which are then used in the Speech and Drama classes. I designed the lowercase alphabets based on the same font, existing Uppercase Monsters and remain their personality in the design. These are then used for Children Book Backstory that are posted in Instagram for feature. Designed the OAS Facebook banners for the online marketing as Covid hit then and had to transfer promoting to online customers.





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04A LOGO DESIGN: THE ALCHEMIST CODE





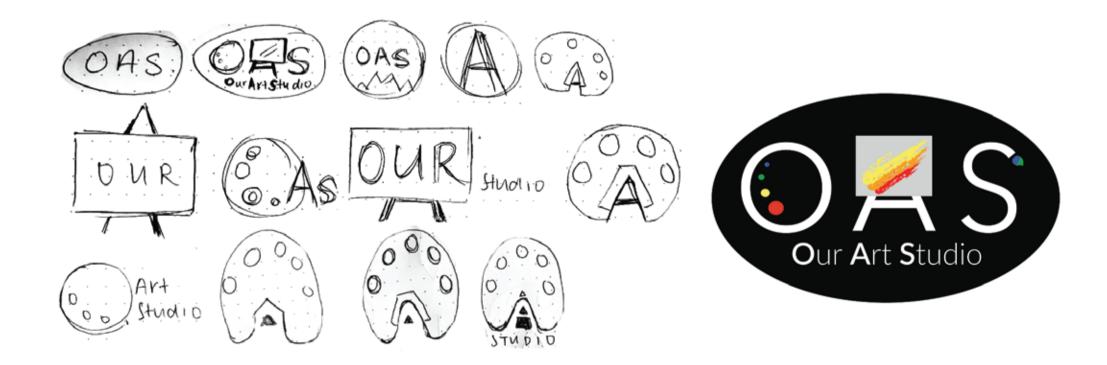
Logos are created and localised for player events in The Alchemist Code.

LOGO DESIGN: LOGO REBRANDING



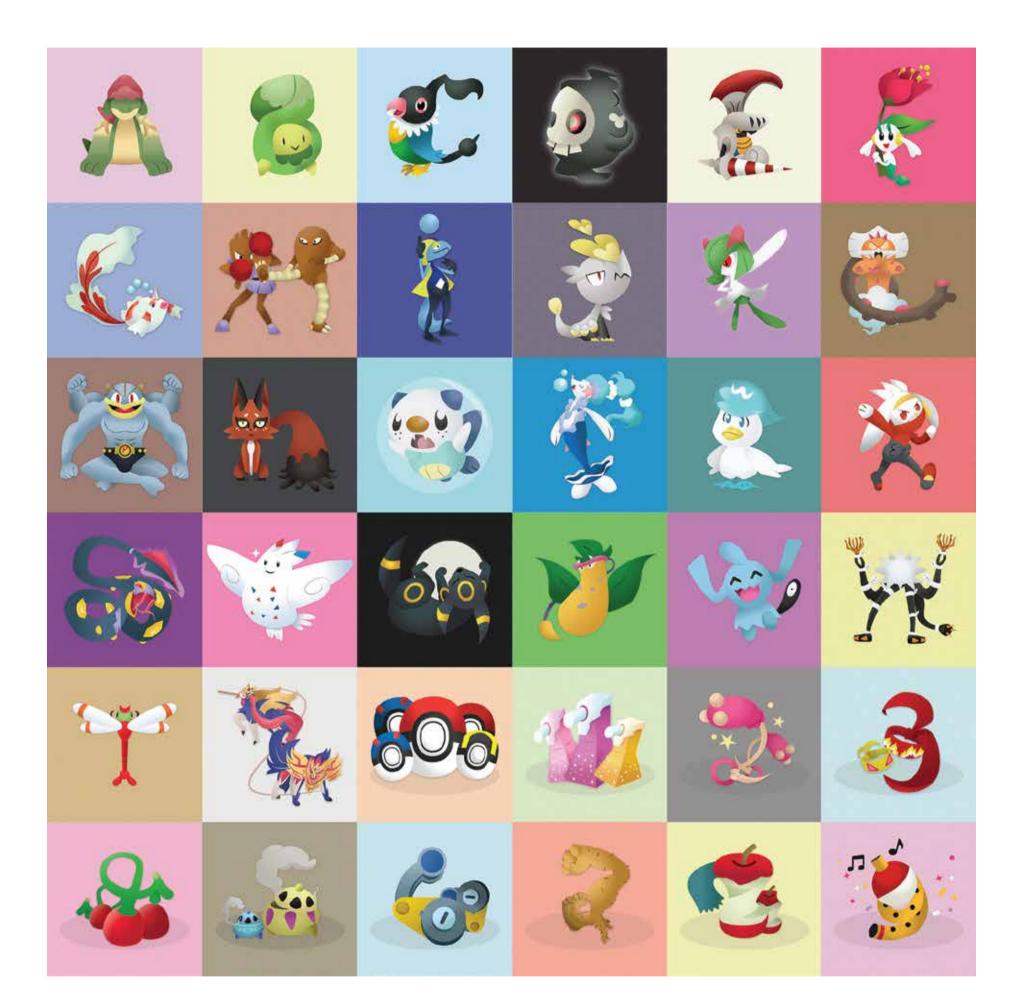
04B





Tasked to come up with a Logo for my previous company, Our Art Studio to keep the personality of the old logo and making it more simplified and modern!





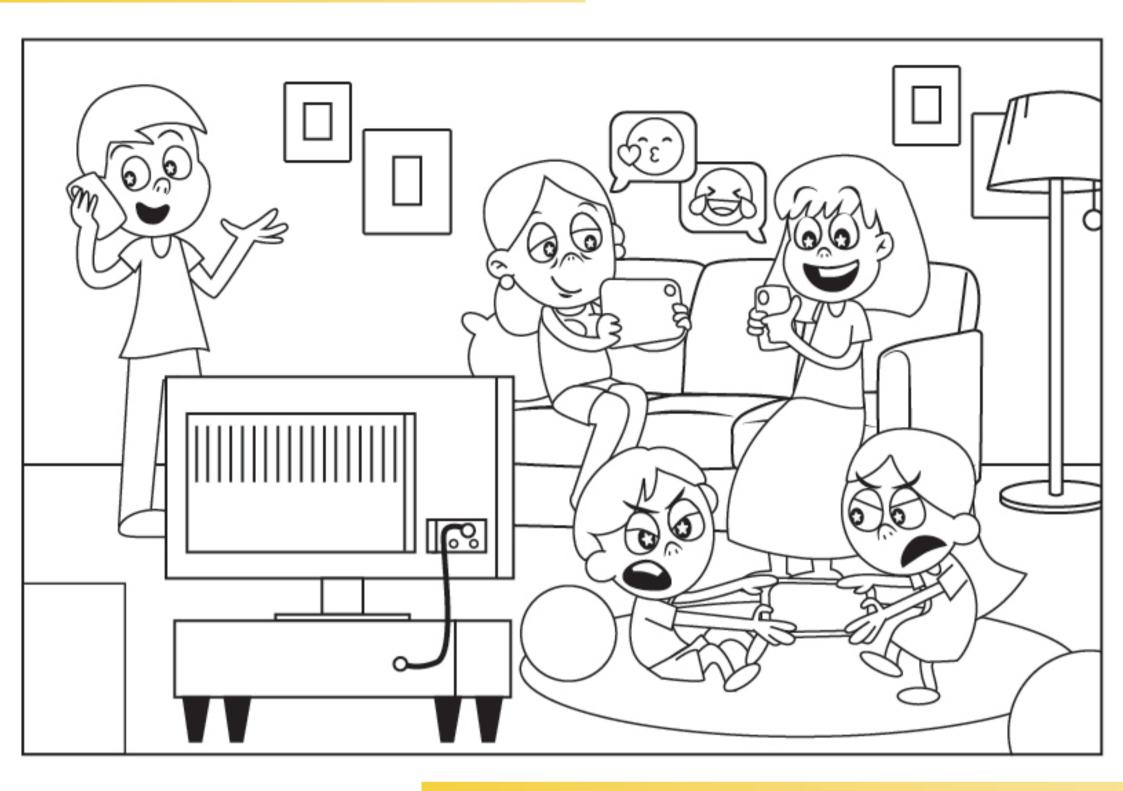
This project was done by participating in the project "36 Days of Type". I decided to go with Pokemon for the theme of the Project. The Pokemons are either shaped or posing in each of the alphabet. Elements such as Usage of Textures and Simple shapes and colors were applied in this project. This was also worked under a tight deadline as it is produced and posted artwork a day. They were all created in Adobe Illustrator.

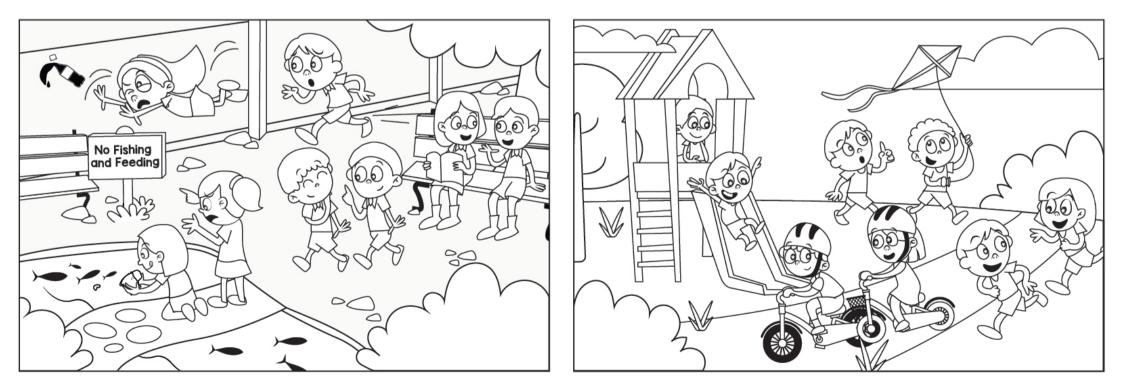
06 ILLUSTRATIVES



These Mascots were created for the June Holiday Workshops for each individual







These are illustrations done for Primary 1-3 for students to spark creativity in their minds and to speak up about what is in the picture.

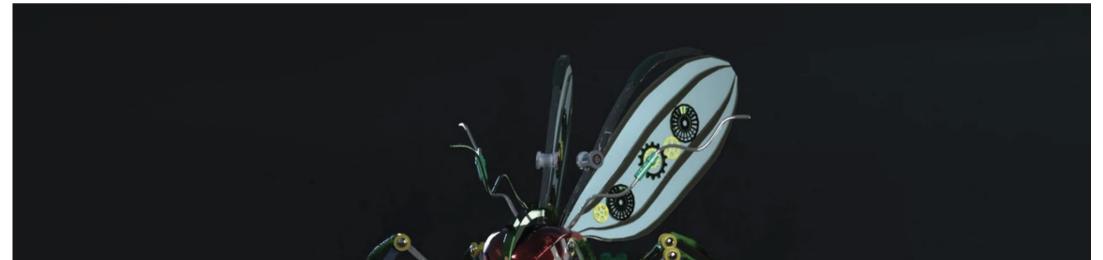


These are some icons used in The Alchemist Code in the shop as currency or as a bundle to purchase.

10 **3D MODELLING AND RENDERING**

3D Modelling and Rendering works are all done in Autodesk Maya and Zbrush. These works showcase my modelling skills as well as rendering skills in Hard Surface Modelling or Character Modelling.





Original Art from: tkie-kage.artstation.com/projects/qAJQyP Darren Tan Hong Cheng DVE46

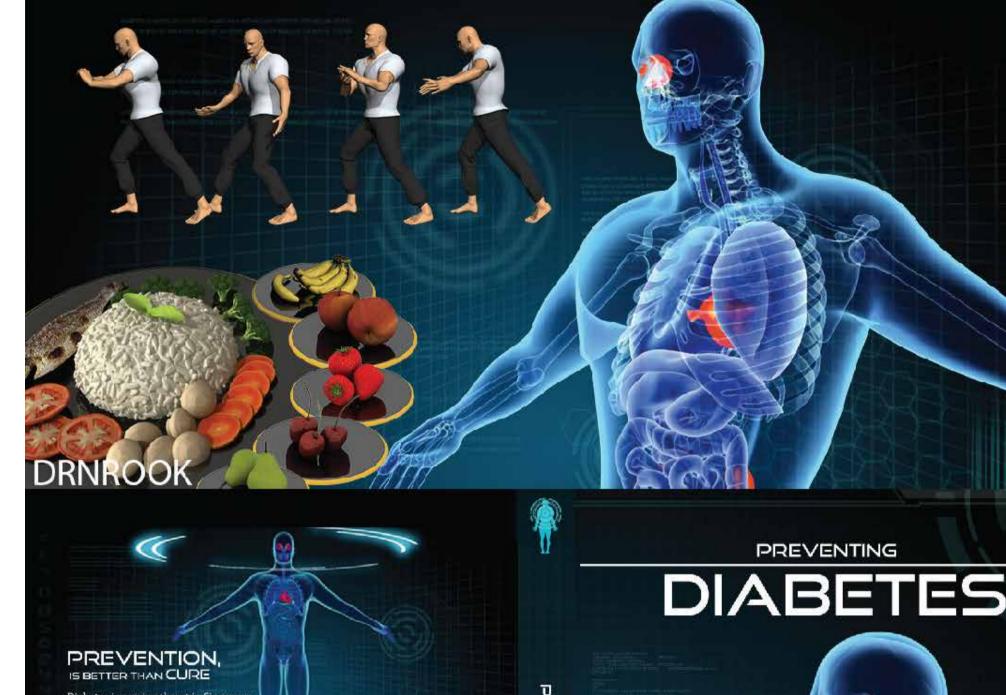












Diabetes is a rising threat in Singapore especially among the youths. In this video, you will know how you can take care of yourself by eating the right food and exercise, and prevent diabetes altogether.



NANYANG POLYTECHNIC INFESTION WITH THE GOOD LIFE ING MEDIACORP INVESTIG PREVENTING DIABETES REGIONER JACOUES FRETY and ZOLTAN POGONUI TH STOREGRAPHING MODELING TEXTURING US THIS RECENCE ANIMATINE METHOD CRAPHICS BU I FR VALENTINO A EVAN SIMULANOHI MUOH IRFAN 8 GHUFRANUDIN



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