

KHIN KHA YE SOE

3D ARTIST / GENERALIST INTERN

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EDUCATION

LASALLE College of the Arts, Singapore Diploma in Animation Expected graduation: August 2027	2024 - Present
Singapore Institute of Management (SIM), Singapore Diploma in Information Technology	Completed 2022

TECHNICAL SKILLS

3D Production: Blender, Maya, Unreal Engine | 3D Modelling, Keyframe Animation, Materials, Lighting and Rendering
Post-production: After Effects, Premiere Pro | Motion Tracking, Visual Compositing, Colour Grading and Video Editing
Visual Design: Digital Illustration, Photoshop and Illustrator

RELEVANT PROJECT EXPERIENCE

MIRROR MONSTER Cross-disciplinary Live-Action VFX Project LASALLE Animation x Broadcast Media	2026
- Handled the project's primary post-production pipeline, integrating live-action footage into CGI environments through motion tracking, lighting matching, compositing, colour grading and final editing. - Built the fantasy environment in Unreal Engine using original models and engine assets; completed materials, lighting and final rendering. - Designed the creature concept and contributed Maya animation for selected shots.	
MEDIACORP CHILDREN'S PROGRAMME VISUAL PROPOSAL Industry Collaboration LASALLE x Mediacorp Four-member team	2025
- Developed multiple logo concepts from a Mediacorp brief for team review, then produced the selected design as a 3D key visual and animated transition in Blender. - Created character concept sketches for the children's programme visual proposal.	

LANGUAGES AND AVAILABILITY

Languages: Mandarin Chinese - Fluent | English - Working proficiency
Availability: From 1 August 2026 | Four full days per week | Open to extension beyond October 2026