BRIAN LIM CHEE KEONG

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SUMMARY

Year 2 Diploma in Digital Design and Development student at Republic Polytechnic. A skilled and confident individual passionate about blending art and technology to create innovative digital experiences. Known for strong problem-solving abilities, creativity, and a determination to overcome challenges.

EDUCATION

2024 - 2027 Republic Polytechnic	**Diploma in Digital Design & Development** • Cumulative GPA: 3.65
2019 - 2021 Institute of Technical Education	**Higher Nitec in Banking Services**
2014 - 2018 North Vista Secondary School	**GCE 'O' Levels (with 1 credit) and 'N' Levels (with 6 credits)**

SKILLS

Programming Language
- Python
- Javascript
- React
- HTML
- CSS

Language
- English (Written & Spoken-Good)
- Chinese (Written & Spoken-Good)
- Hokkien (Spoken-Fair)

Design Tools
- Adobe Photoshop
- Adobe Illustrator
- Figma

Analytics Tools
- Power BI
- Tableau
- Excel

Soft Skills
- Creativity
- Teamwork
- Adaptability
- Communication
- Analytical Thinking

EXPERIENCE

2018 - Present
Freelance

Emote Artist

- Freelance emote artist working with streamers to establish their brand identity.
- Create recognisable emote sets to boost audience interaction.
- Designed fully customised emotes reflecting streamer's identity and personality
- Increased channel engagement by up to 25% and secured multiple commissions through client satisfaction.

2020 - 2021
PolicyPal

Marketing and Design Intern

- Revamped company social media presence to attract younger audiences.
- Design engaging marketing visuals while maintaining consistent brand identity across platforms.
- Created over 20 marketing materials, streamlined the design workflow for cross-platform use, and produced campaign visuals tailored to each audience segment.
- Achieved higher engagement and content reach across social channels and received a Letter of Recommendation for outstanding performance and contribution.

PROJECTS

Nov 2025

Water Tracking Mobile App

- Developed a water-tracking mobile app with full CRUD functionality, allowing users to log, edit, and remove daily water intake entries, with automated total consumption calculations

Jul 2025

VR Escape Room

- Built an immersive VR escape room from ground up with Unity and C#, designing all puzzles, interactions, and user experience systems.

May 2025

AR Business Card

- Designed an interactive AR business card where a personalized 3D avatar emerges to greet the user, blending creativity with technology for a memorable experience.

ACHIEVEMENTS

Nov 2025

Edusave Merit Bursary (EMB)

- Recipient of merit recognition for ranking within the top 25% academically and maintaining good conduct.

Sep 2024 - 2025

Academic Award (Director's Roll of Honour)

- Recipient of merit recognition for ranking within the top 25% academically and maintaining good conduct for 2025 Semester 1 & 2024 Semester 1

May 2016

Edusave Good Progress Award (GPA)

- Awarded for ranking in the top 10% for academic improvement and good conduct.