

Celine Emily Wijaya

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EDUCATION

Nanyang Technological University, Singapore

Aug 2023 – Jul 2027

Bachelor of Engineering in Information Engineering and Media

- NTU Google Scholarship
- UI/UX Design

EXPERIENCES

La Royale Group

AI Creative Tech Intern

May 2026 – Jul 2026

- Automated content production workflows to improve efficiency and consistency across campaigns
- Prompt engineering to optimize AI-generated outputs for marketing and creative use cases
- Produced marketing content featuring AI-generated influencers, from avatar creation to final video, for social campaigns across multiple brands.

Phillip Securities Pte. Ltd

Media Intern

Jul 2025 – Jan 2026

- Developed and edited financial media content, including videos and visual assets for marketing and client education
- Designed digital content aligned with financial products and brand guidelines
- UI/UX designed for PytchMedia website

PT. Sumber Berlian Mandiri, Surabaya, Indonesia

UI/UX Design and Consultant Remote

May 2024 – Jul 2025

- Designed user-centered UI/UX solutions for digital platforms, improving usability and user experience
- Conducted user research and translated insights into wireframes, prototypes, and final designs
- Provided design recommendations to enhance functionality, accessibility, and overall user satisfaction

PROJECTS

Final Year Project: The Heirloom (Multiplayer Game)

Aug 2026 - *Present*

- Designing and developing multiplayer game mechanics in Unreal Engine 5, including networked player interactions and real-time synchronization
- Implementing core gameplay systems using Blueprints and C++, focusing on player replication, session management, and game state consistency
- Building and iterating on level design and UI/UX to support multiplayer gameplay flow and player engagement

Design and Innovation Project: StudySynth

Jan 2026 – Apr 2026

- Designed user-centered UI/UX to enhance usability and overall user experience
- Developed wireframes and interactive prototypes to define user flows and interface structure
- Standardized design elements, including color palettes, typography, and component guidelines to maintain a cohesive design system

Game Project using Unity: The Last Experiment

Jan 2025 – Feb 2025

- Designed and developed FPS combat mechanics, including shooting, reloading, and enemy AI behaviour.
- Implemented AI-driven zombie behaviour using Unity's NavMesh for pathfinding and attack patterns.
- Optimized performance and designed intuitive UI for player health, ammo, and inventory management.

SKILLS

- Programming: C, C#, Java, JavaScript, Python, HTML/CSS, MySQL
- Languages: Fluent in Bahasa Indonesia and English, Convesant in Japanese
- Software: Figma, Canva, Adobe Illustrator, Premiere Pro, After Effect, Photoshop, Procreate, Microsoft, Unity, Unreal Engine 5, HeyGen, Kling, Lightroom, Higgsfield
- Course: UI/UX Design, Design and Communication Visual, Design Interface, Web and Application Design

EXTRACURRICULAR ACTIVITIES

Electrical and Electronic Engineering Club

Sept 2024 – Sept 2025

Communication Director

- Managed a subcommittee of 18 members to plan and execute school event coverage, including Instagram posts, stories, and photography.
- Mentored subcommittee members, strengthening team cohesion and improving on-time project delivery

Indonesian Culture's Night

Sept 2025 – Apr 2026

IT and Digital Branding Subcommittee

- Designed an intuitive UI/UX for the orientation website, ensuring clarity and ease of navigation.
- Created UI elements and visual assets using digital design tools (e.g., Figma/Adobe Illustrator) to support branding and user interface consistency