since 1991

JANE TAN

Muriel Rukeyser famously wrote that the universe is made of stories, not of atoms.

Not all of us are wordsmiths like Muriel Rukeyser, but we all have stories to tell. My main focus when working on a project is creating an inspiring, deep, immersive universe that reflects the team by harnessing their stories.

My love of constantly finding and improving a process has helped teams build immersive worlds that align with the team's creative vision
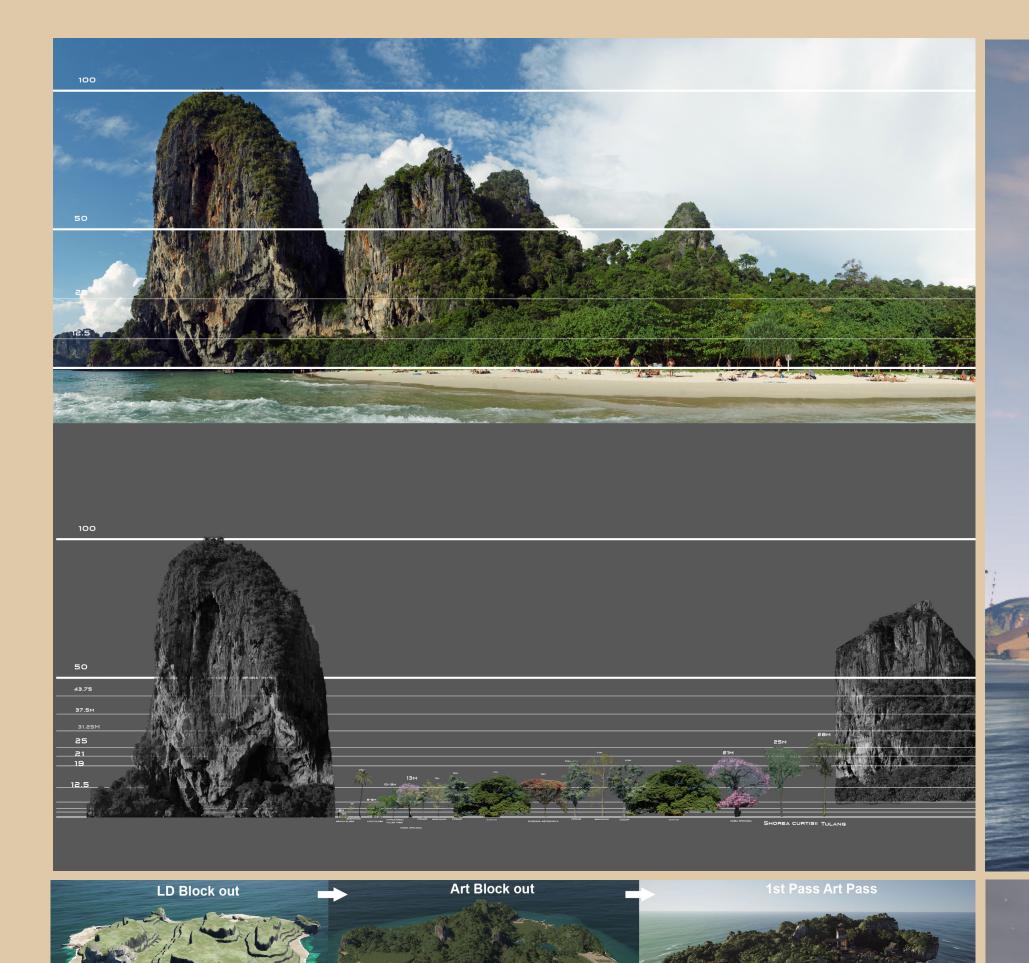
Jane is currently...

Exploring Life | A House Fairy | Foraging in the Forest | Finding New Perspectives | Experimenting with Experiences for Change | Dancing | Being Strange | Giving Hugs | Loving Life

WORK

Present

FREELANCE NARRATIVE DESIGNER
- Unannounced Project (Playful Solutions)

NOMADIC CAREER BREAK
VOLUNTEER
- The Dreaming
- Sherlocked

2023

SCAVENGER STUDIO
NARRATIVE DESIGNER

2021
- Season: A letter to the future

2020

TWO CENTS INTERACTIVE
CO-FOUNDER | ART DIRECTOR | NARRATIVE DIRECTOR

2017
- The Hut (An Experimental Escape Room)

FREELANCE 3D ARTIST
- Ok Golf
- Darwin Project

2016

UBISOFT SINGAPORE
SENIOR ARTIST
- Assassin's Creed: Revelations *(Prop Artist)*
- Assassin's Creed 3 *(Level Artist)*
- Assassin's Creed 4 *(Level Artist)*
- Assassin's Creed: Unity *(Level Artist)*
- Skull and Bones *(Senior Artist)*

2011

EDUCATION

2020

COLLEGE OF EXTRAORDINARY EXPERIENCES

2011

NANYANG POLYTECHNIC
Digital Media & Design
Diploma with Merit

2008

Leval Artist
Skull & Bones

LD Block out → Art Block out → 1st Pass Art Pass

Procedural Terrain Generation · 3D Modeling · World Machine · 3D Studio Max

2016 Ubisoft Singapore

Assassin's Creed : Unity

Leval Artist

Worked on the level Server Bridge: Paris 1898 with a team of artists. My main task was to handle everything seen at street level.

Level art
Enviromental
Storytelling
3D Modeling
UV mapping
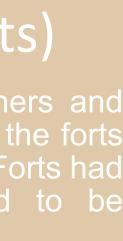**3D Studio Max**

2014 Ubisoft Singapore

Assassin's Creed Black Flag
Leval Artist (Forts)

Worked with level designers and technical artists to create the forts that could be taken over. Forts had multiple states that had to be navigatable in both states.

**Level art
Enviromental
Storytelling
3D Modeling
UV mapping
3D Studio Max**

2013 Ubisoft Singapore

OKgolf
3D generalist

Created stylized assests for a small 3 person team mobile game.

Unity · 3D Modeling · Autodesk 3ds Max · Texture Creation
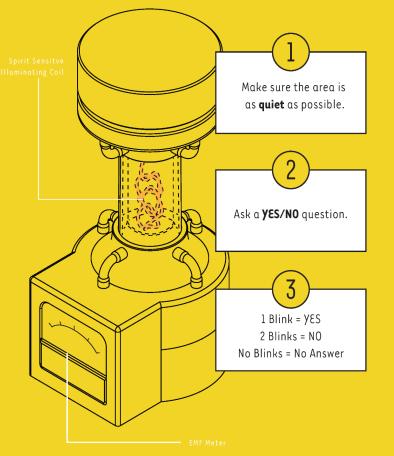
Darwin Project
3D generalist

Worked with the Art Director to develop stylized trees based on the concept art.

3D Modeling · Autodesk 3ds Max · Unreal Engine 4 · Texture Painting

S.V.A.T - 0.1.05SL
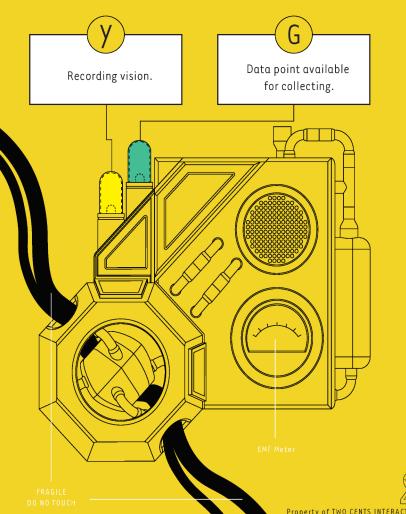# FLASH LIGHT
OPERATIONAL INSTRUCTIONS

The FLASH LIGHT allows the spirits to answer YES/NO questions. This technique has been used for years by many of those who wish to communicate with the dead. The following steps ensure good clean communication with the spirits:

Spirit Sensitive Illuminating Coil

1 — Make sure the area is as **quiet** as possible.

2 — Ask a **YES/NO** question.

3 — 1 Blink = YES
2 Blinks = NO
No Blinks = No Answer

EMF Meter

Property of TWO CENTS INTERACTIVE

S.V.A.T - 3.6.05OB
O.R.A.C.L.E
OPERATIONAL INSTRUCTIONS

The O.R.A.C.L.E is where all the spiritual data is collected and interpretated into forms understandle by you an me. There is no need to mess around with the O.R.A.C.L.E as it's already all tunned up for you to use.
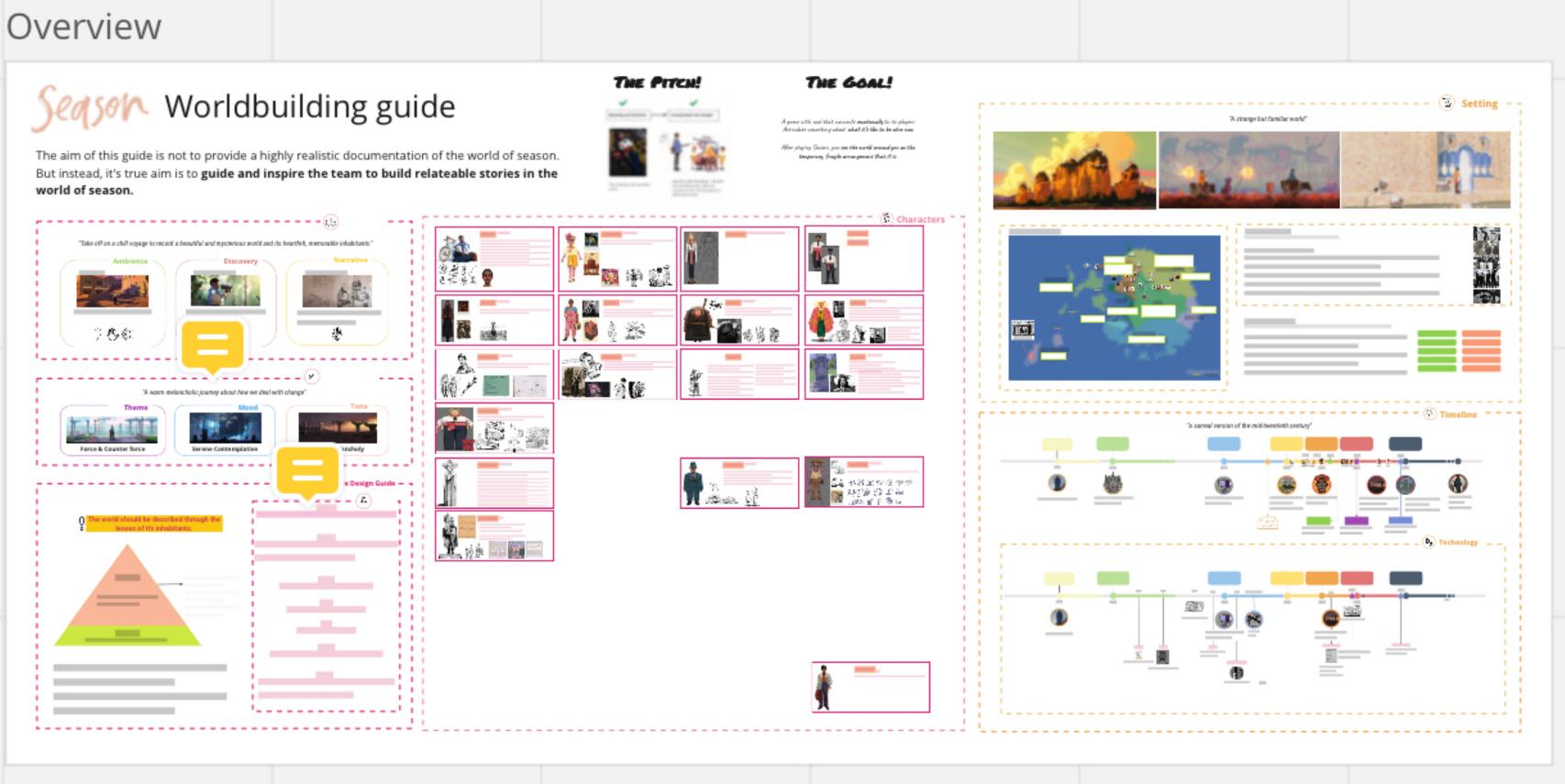
Y — Recording vision.

G — Data point available for collecting.

EMF Meter

FRAGILE
DO NO TOUCH

Property of TWO CENTS INTERACTIVE

The Hut
Escape room set design

Co-founder of an immersive experience entertainment company. Two cents interactive was born from the love of pushing boundaries of experiences that challenged one's perspective of the world. These are the props I created for the experience called The Hut.

Project Management · Graphic Design · Prop Fabrication · Art Direction · Narrative Design

Season:
A letter to the future

Narrative Designer

I transition to Narrative Designer on Season from lead Artist to provide the team with world-building and Narrative Design support. This allowed me to focus on documentation and research for the team to build content that was consistent with the lore of Season.

Documentation Narrative systems design · Branching Narrative · World Building · Unreal Engine 4 · Narrative Design

2023 Scavengers Studio

https://www.linkedin.com/in/paperclover/
Environment Artist

JANE TAN