

# Jane Tan

PAPERCLOVER.COM | DUBLIN

## PROFILE

**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. Jane's main focus when working on a project is creating an inspiring, deep, immersive universe that reflects the team by harnessing their individual stories. Her love of constantly finding and improving a process has helped teams build immersive worlds that align with their creative vision.

## EXPERIENCE

|                      |   |           |
|----------------------|---|-----------|
| March 2024 - Present | <b>Creative Director   Not Here Not There</b>   | Remote    |
|                      | <ul style="list-style-type: none"><li>Unannounced Mobile Game Project<br/><i>Quirky Narrative Card Game: Creative Direction, Art direction, Narrative Design, World Building, 2D art.</i></li><li>Unannounced Project<br/><i>Cosy foraging game: Creative Direction, Art direction, Narrative Design, World Building, 3D art, 2D art</i></li></ul>  |           |
| Dec 2023 - Present   | <b>Narrative Designer   Freelance</b>   | Remote    |
|                      | <ul style="list-style-type: none"><li>Project Red Shadows   Tsuitala<br/><i>Experimental Escape Room: Game Design, Narrative Design</i></li><li>Cosmic Bakery   Playful Solutions<br/><i>Conference Multiplayer Icebreaker: Narrative Design, creative writing</i></li></ul>  |           |
| Mar 2021 - Jun 2023  | <b>Narrative Designer   Scavengers Studio</b>   | Montreal  |
|                      | <ul style="list-style-type: none"><li>Season: A letter to the Future<br/><i>Narrative Game: Narrative Design, Game Design, Management</i></li></ul>   |           |
| Oct 2017 - Jul 2020  | <b>Co-Founder, Art Director &amp; Narrative Designer   Two Cents Interactive</b>  | Austin    |
|                      | <ul style="list-style-type: none"><li>The Hut<br/><i>Experimental Escape Room: Narrative Design, Set Design, Art direction, Prop fabrication, Project management</i></li><li>Two Cents Interactive<br/><i>Company Branding: Art Direction, Marketing, Branding</i></li></ul>  |           |
| Apr 2011 - Nov 2016  | <b>Environment Artist   Ubisoft</b>   | Singapore |
|                      | <ul style="list-style-type: none"><li>Skull &amp; Bones<br/><i>AAA Video Game: Procedural Terrain Generation visual experimentation and pipeline design.</i></li><li>Assassin's Creed<br/><i>Assassin's Creed Unity : Level Artist for Belle Epoque</i></li><li>Assassin's Creed Black Flag : Level Artist for Forts</li><li>Assassin's Creed 3 : Level Artist for multiple side levels</li></ul> |           |

---

## EDUCATION

|                     |   |           |
|---------------------|---|-----------|
| Nov 2023 - Dec 2023 | <b>Google Project Management: Professional Certificate</b> <ul style="list-style-type: none"><li>Over 100hrs of project management education, recognized by PMI for CAPM</li></ul>        | Online    |
| Oct 2022 — Oct 2022 | <b>College of Extraordinary Experiences: Experience design</b> <ul style="list-style-type: none"><li>A 5 day master class and social networking event for experience designers.</li></ul> | Poland    |
| Feb 2008 — Feb 2011 | <b>Nanyang Polytechnic   Digital Media Design (NFQ Level 6 equivalent)</b> <ul style="list-style-type: none"><li>Graduated with a Diploma with Merit in the animation track.</li></ul>    | Singapore |

---

## SKILLS

|         |                |             |              |           |
|---------|----------------|-------------|--------------|-----------|
| Notion  | JIRA           | Agile/Scrum | Adobe        | 3Ds Max   |
| Miro    | Microsoft Suit | Figma       | Ink          | Blender   |
| Clickup | Google Suit    | Affinity    | Unreal/Unity | Substance |




---

## LANGUAGES

|                  |                   |
|------------------|-------------------|
| English - Native | Japanese - Casual |
|------------------|-------------------|



---

## LINKS

|   |   |
|---|---|
|  | Website<br><a href="https://paperclover.com">Paperclover.com</a>                    |
|  | Instagram<br><a href="https://www.instagram.com/wild_narrative">@wild_narrative</a> |
|  | LinkedIn<br><a href="https://www.linkedin.com/company/paperclover">paperclover</a>  |

---

## REFERENCES

|   |   |
|---|---|
|  | Sebastien Berton   Game Director for Season: A letter to the future<br><a href="https://www.linkedin.com/company/sebastien-berton-542b4b2">sebastien-berton-542b4b2</a>   |
|  | Kevin Sullivan   Creative Director for Season: A letter to the future<br><a href="https://www.linkedin.com/company/kevin-sullivan-70b410279">kevin-sullivan-70b410279</a> |