



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

## WORK

Present

- INDIE DEVELOPER**
- Unannounced Mobile Game (NHNT)
  - Unannounced Game (NHNT)
- FREELANCE NARRATIVE DESIGNER**
- BOOK OF RED SHADOWS: ESCAPE THE SLEEP MACHINE (Tusitala)
  - Cosmic Bakery (Playful Solutions)

2023

- SCAVENGER STUDIO**  
NARRATIVE DESIGNER
- Season: A letter to the future

2021

2020

- TWO CENTS INTERACTIVE**  
CO-FOUNDER | ART DIRECTOR | NARRATIVE DIRECTOR
- The Hut (An Experimental Escape Room)

2017

- 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**

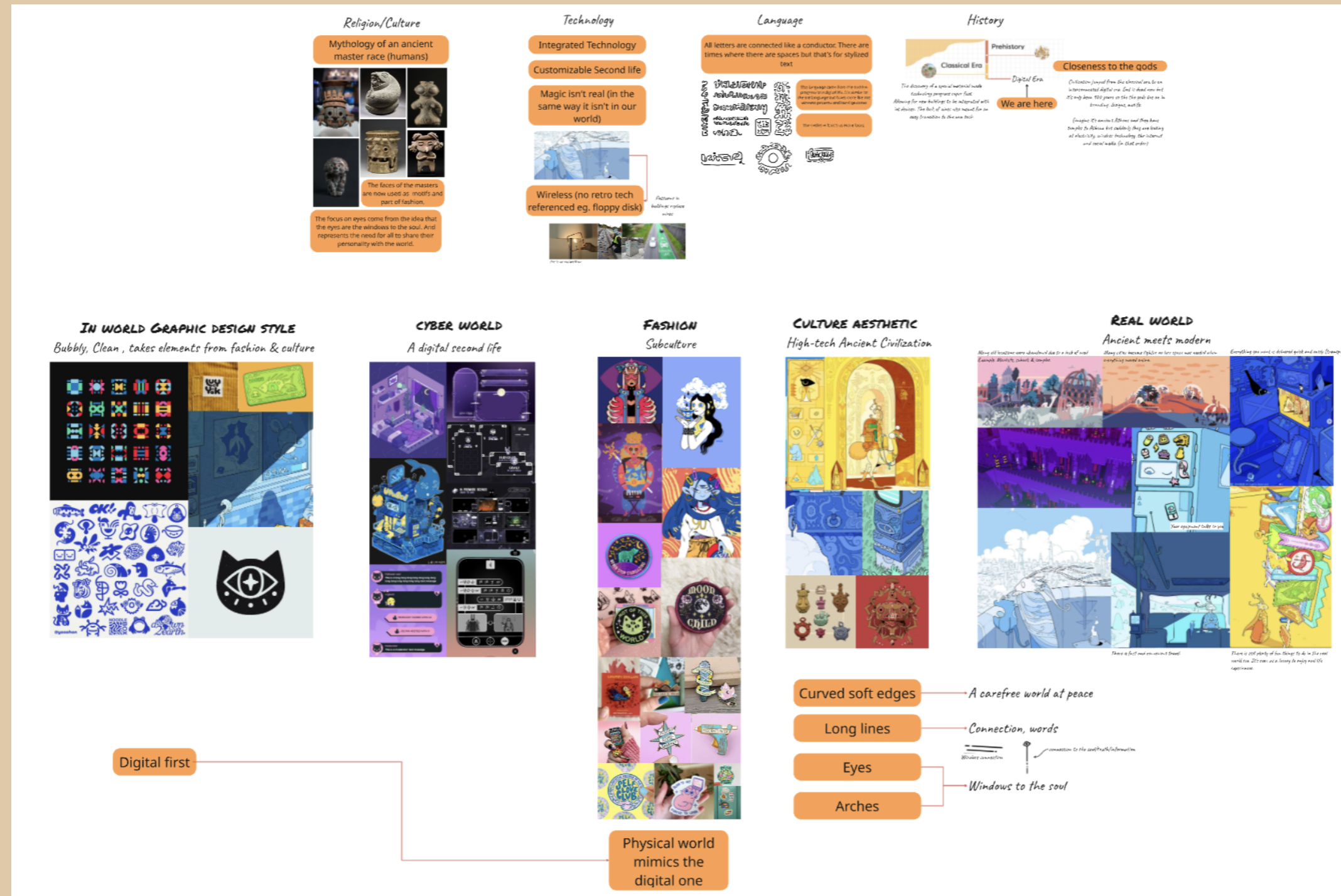
2011

- NANYANG POLYTECHNIC**  
Digital Media & Design  
Diploma with Merit

2008



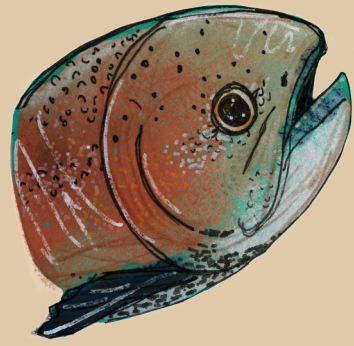
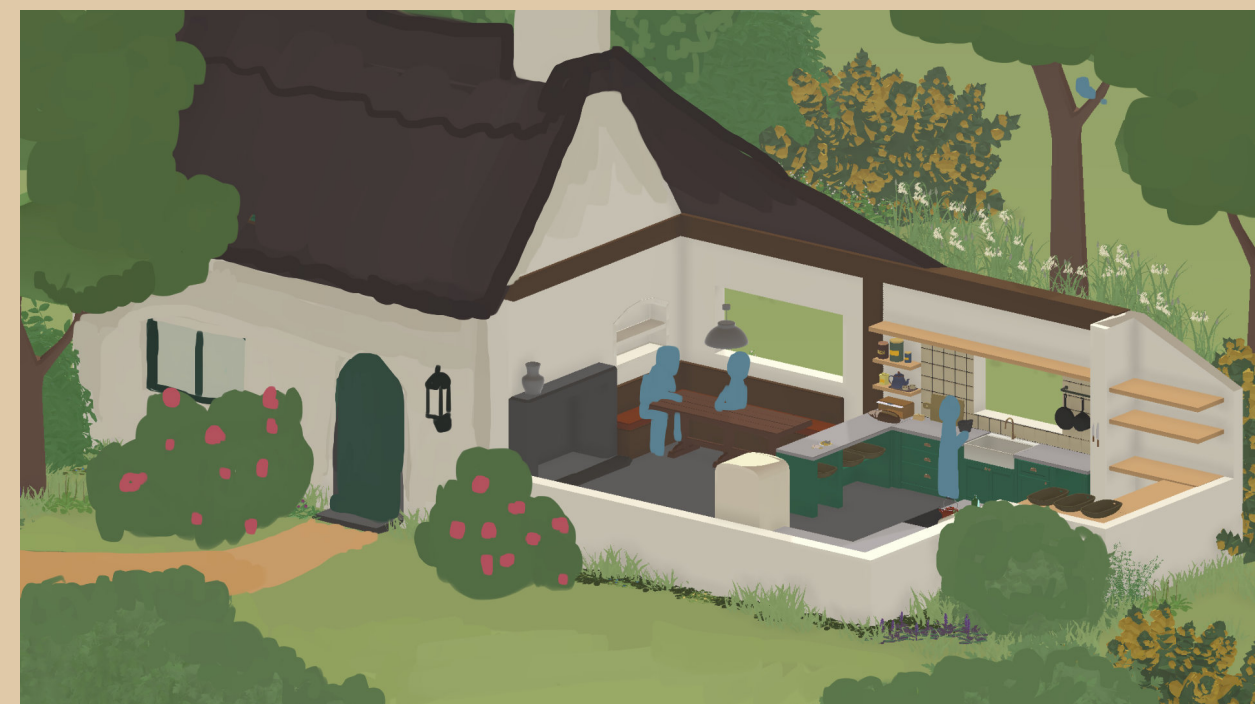
## World design doc (Miro)



# 2025 Not Here Not There





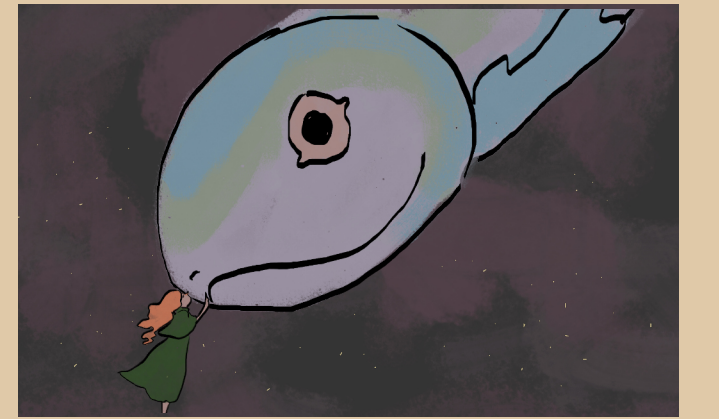
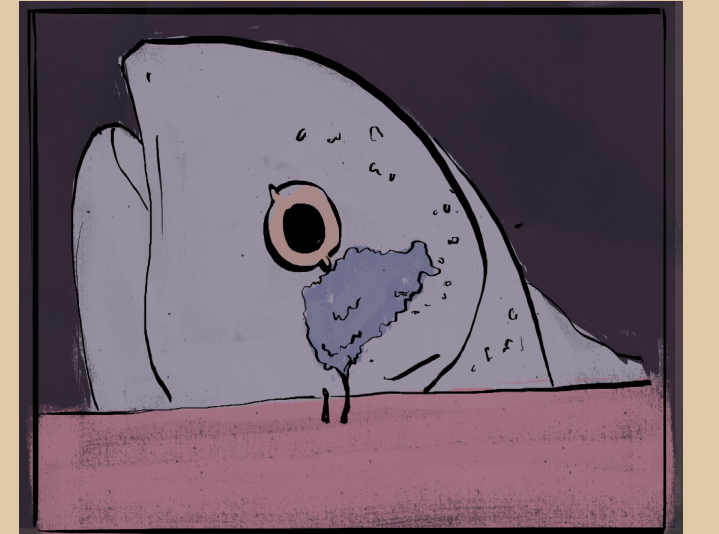
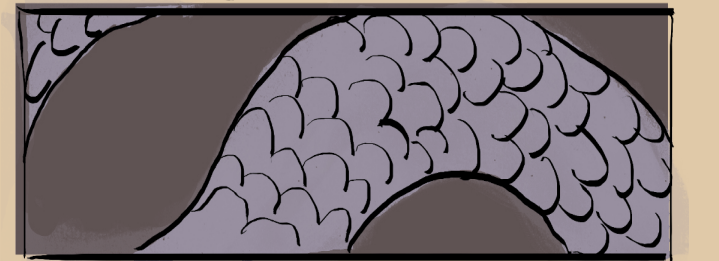


# Creative Director Unannounced Game

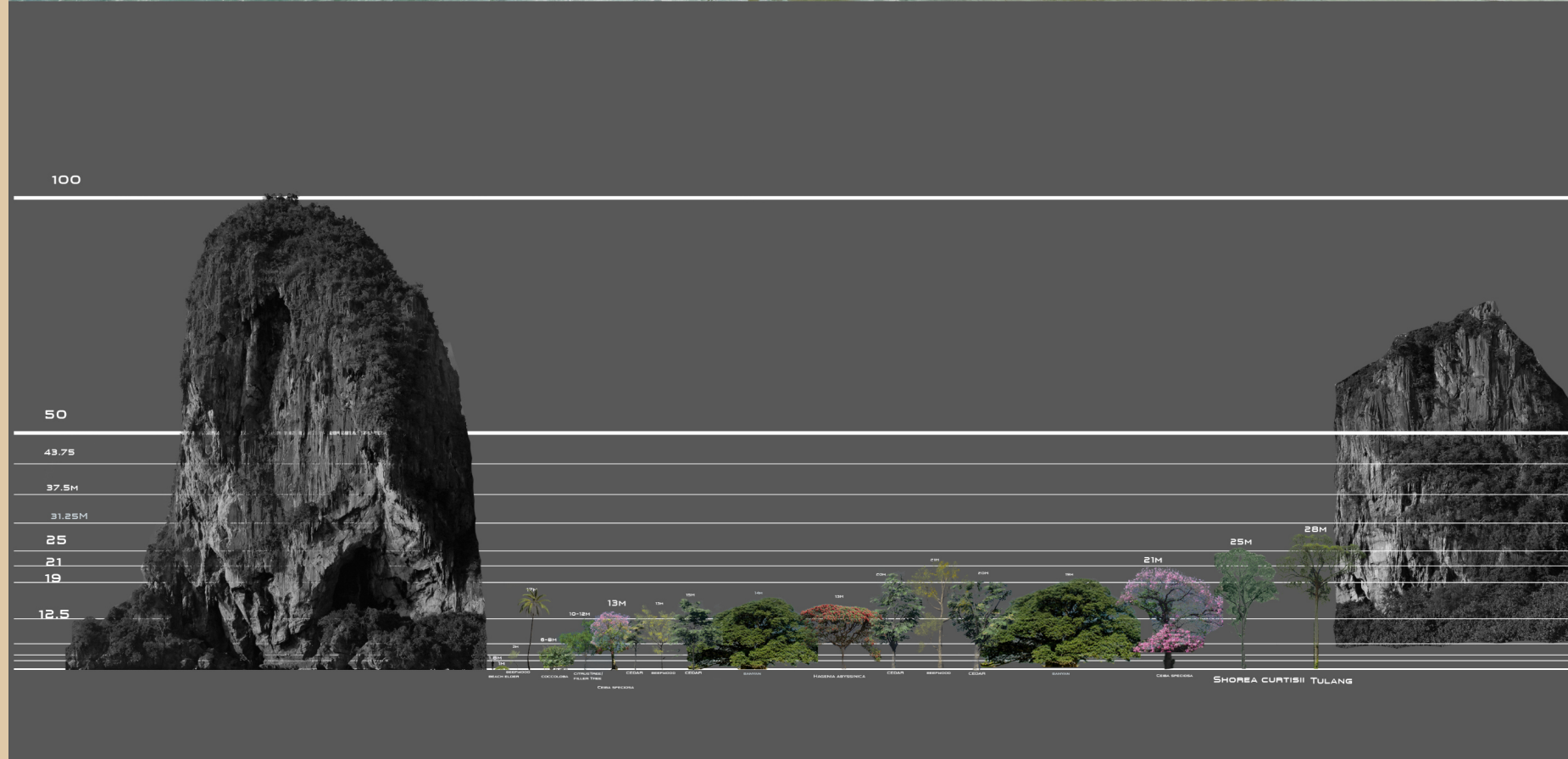
Early exploration concept work for an unannounced game.

Art Direction · World Building · 3D Art (Blender) · Character Design

2025 Not Here Not There







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

2016 Ubisoft Singapore

Experimented with terrain generation for terrain R&D. The goal was to be able to generate a large no. of terrains that would adhere to the level design requirements. I developed different terrain generation pipelines to match the ever-changing terrain requirements of the project.

# Level Art & Skull & Bones





# 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 UbisoĆ 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

# OKgolf

## 3D generalist

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

Unity · 3D Modeling ·  
Autodesk 3ds Max ·  
Texture Creation



OKgolf



OKgolf



OKgolf



OKgolf



# 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:

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

Spirit Sensitive Illuminating Coil

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 interpreted into forms understandable 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.

FRAGILE  
DO NO TOUCH

EMF Meter

Property of TWO CENTS INTERACTIVE

# The Hut

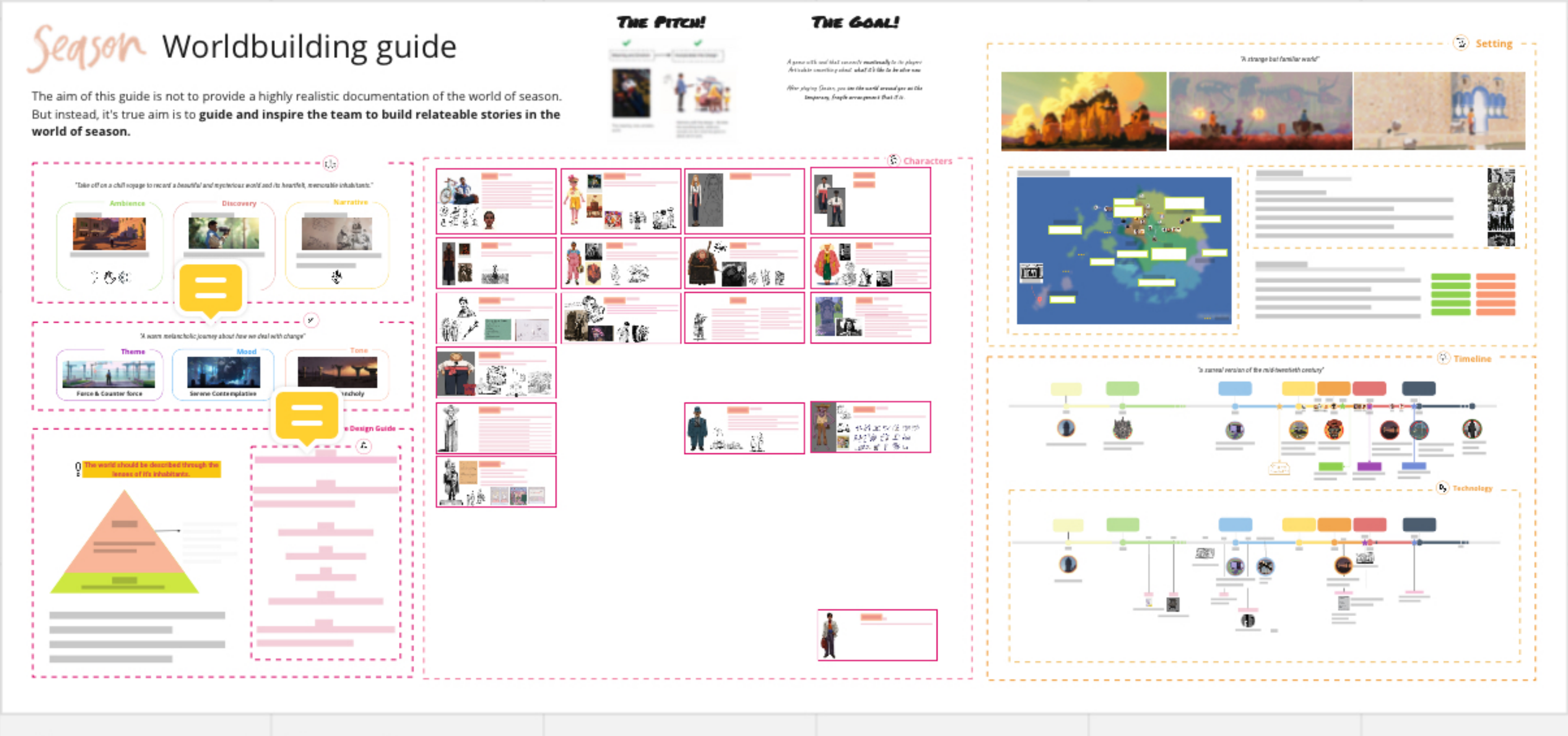
## Escape room set design

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



Overview



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



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**JANE TAN**

