

AVELINE ANG

Transdisciplinary Social Designer

Aveline (also known as Tomato) is a transdisciplinary social designer with a background in visual merchandising, graphic design, and playground design. Passionate in improve social wellbeing in others, she works with communities using participatory methods to surface lived experiences and explore how care and connection shape everyday interactions.

WORK EXPERIENCE

2023 Nov to
2024 Feb

Retro Max, Achitectoral Drafter

- Planning and Designing Technical drawings of playground design
- Creating floorplans on Autocad
- Rendering 3D models of playground designs
- Studies Playground safety, rules and regulations in Singapore

2023 Aug to
2023 Nov

Prince's Landscape, Graphic Designer

- Developing and Creating Proposal designs of Christmas Decorations for Hotels and Brands
- Create visual assets for product presentations, prototypes, and marketing material
- On Site visiting with clients for pitching
- Hands on fabrication Mock-ups
- Collaborate with production teams or external vendors to ensure accurate implementation of designs

EDUCATION

2024 to 2026

UAS Lasalle BA(Hons) Design for Social Futures

2022 to 2023

Nanyang Polytechnic, Diploma in Visual Communications

2019 to 2020

Fuchun Secondary School, GCE 'O' Levels

2018 to 2019

Fuchun Secondary School, GCE 'N' levels

AWARDS AND CERTIFICATES

2026 to 2026

Community Animations Foundations Workshop

2018 to 2019

Staff Sergeant Of Girls' Brigade

2018 to 2019

Edusave EAGLES Award

2017 to 2018

Inaugural President of the Interact Club of Student Council

2017 to 2018

Edusave Character Award

2017 to 2018

Values-In-Action Star Award

2015 to 2019

Edusave of Academic Achievement

2012 to 2019

Edusave Good progress Award

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SKILLS

Core Soft Skills

Empathy & Emotional Literacy
Adaptability
Problem Solving
Time Management
Resilient Leadership
Culturally Responsive Communication

Collaboration & Facilitation

Community Facilitation & Animation
Collaboration & Teamwork
Communication & Active Listening

Design & Visual Practice

Graphic Design · Illustration · Brand Identity · Editorial Design · Spatial / Playground Design · Visual Merchandising · Display Design · Exhibition & Installation Design

Research & Participatory Methods

Ethnographic Research (Interviews, Observation) · Participatory Design · Workshop Facilitation & Co-creation · Photovoice · Participatory Mapping · Asset-Based Community Development (ABCD)

Analysis & Strategy

Qualitative Research & Data Analysis · Thematic Synthesis · Narrative Analysis · Affinity Mapping · Journey Mapping · Stakeholder Mapping · Insight Generation

Media & Production

Video Editing · Photo Editing · Storyboarding · Prototyping & Craft

Software skills



Click or scan to view
my portfolio or socials.

