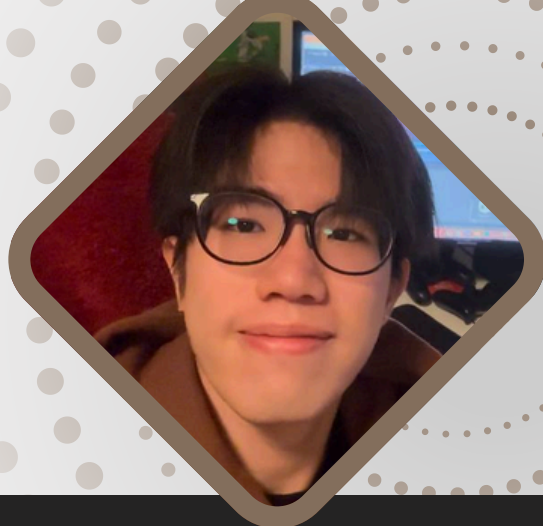


# Tan Zhong Li Isaac



## About Me

Hi, I'm Isaac, a final-year student pursuing a Diploma in Animation & Games at Singapore Polytechnic. As the lead programmer in our Games Module, I led the coding efforts and earned an A for the projects. I am passionate about refining my skills and learning from others, particularly in coding and game development.

Through leading game design projects, I've honed both my collaboration and rapid prototyping skills in Unity, while developing strong leadership abilities in managing coding tasks. I'm eager to gain hands-on industry experience and contribute to the evolving game development field.

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Old Airport Road

## Education

2018  
2021

### Gan Eng Seng School

Achieved an N-Level raw score of 9 and gained entry into the Poly Foundation Programme at Singapore Polytechnic.

2022  
Present

### Singapore Polytechnic

*Diploma in Media Arts Design*

Currently pursuing Game Design in Singapore Polytechnic's Media Game Design course.

## Coursework Achievements

Apr 2024 -  
Aug 2024

### Mobile Game Development

Group Project / Game name:  
*CHIKIA*

Oct 2024 -  
Mar 2025

### Animation & Games Studios

Group Project / Game name:  
*HDB Cats*

Oct 2024 -  
Mar 2025

### Final Year Project

Group Project / Game name:  
*Mind Warriors:  
Shared Echos*

## Proficiency in

90%



Unity 2D & 3D

85%



C# Coding

80%



Figma

65%



Adobe

55%



Maya

50%



Digital drawing

Hello! I'm an aspiring Game Programmer!