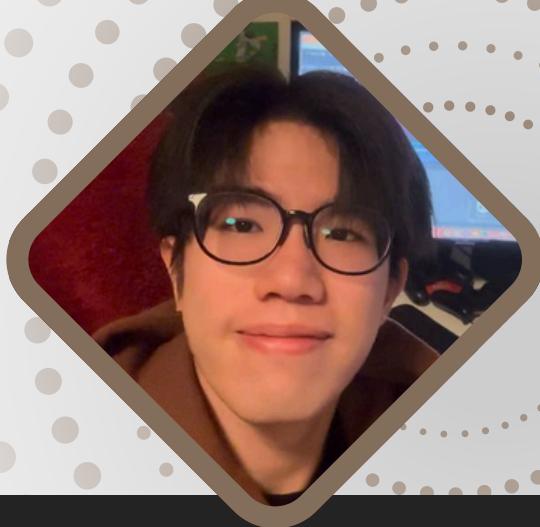


Tan Zhong Li Isaac

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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DigitalPortfolio/](https://isaactzl.github.io/DigitalPortfolio/)
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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 Echoes

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!