

# Isaac Choo Jia Lurc

[isaacchoo\\_jl@outlook.sg](mailto:isaacchoo_jl@outlook.sg) ❖ [rushice.github.io](https://rushice.github.io) ❖ [linkedin.com/in/isaacchoojl](https://linkedin.com/in/isaacchoojl) ❖ [github.com/rushice](https://github.com/rushice)

## SKILLS

---

**Programming Languages:** C++, C#, C, Python, Kotlin, Java, JavaScript, HTML, CSS

**Game Engines:** Unity, Unreal Engine, Godot, BabylonJS

**Developer Tools:** Visual Studio, VS Code, Git, Github, Android Studio

## EDUCATION

---

**SIT-Digipen Institute of Technology, Singapore**

**Sep 2021 – Aug 2025**

*Bachelors(Hons) of Science in Interactive Media and Game Development*

- **Relevant Modules:** High-level Programming(C/C++), Game Implementation Techniques, Linear Algebra, Calculus, Game Design, UI/UX Design, Level Design, AI for Games

**Nanyang Polytechnic, Singapore**

**Apr 2016 – Mar 2019**

*Diploma in Game Development & Technology*

- **Relevant Modules:** C++ Programming, Principles of Game Design, Data Structures and Algorithms, Programming Physics, Computer Graphics, AI in Games

## EXPERIENCE

---

**3iS International Institute of Image & Sound, Paris**

**Mar 2018 – May 2018**

*Unreal Engine Programmer*

- Implemented gameplay features using Unreal Blueprints and Behaviour Trees for a final-year student project, Patient Zero, a 3D isometric, strategy, and RTS game
- Optimized Blueprint and Behavior Tree logic, doubling in-game FPS
- Used TortoiseSVN for source control

## PROJECTS

---

**Ocean Chronicles**

**Sep 2023 – Apr 2024**

*Engine and Game Programmer*

- Implemented 3D Physics for a custom 3D game engine with C++ using Jolt Physics Library
- C# Scripting for enemy AI and other gameplay features for a 3D, underwater FPS game

**Where Flowers Bloom**

**Sep 2022 – Apr 2023**

*Engine and Game Programmer*

- Implemented UI components for a custom 2D game Engine with C++
- C# Scripting gameplay features for a narrative-driven gardening and shopkeeping game

**Discorder**

**Jun 2018 – Aug 2018**

*Unity PSVR Programmer*

- Implemented player interactions in VR for a PSVR Rythm game in Unity with PSVR Devkit
- Created a main menu with diegetic UI for VR interactions