

# Isaac Choo Jia Lurc

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## 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

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## EDUCATION

### SIT-Digipen Institute of Technology, Singapore

Sep 2021 – Present

*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, Introduction to Virtual Reality
- Studied abroad in Redmond, WA, USA during the summer of 2023 trimester (Digipen Redmond)

### Nanyang Polytechnic, Singapore

Apr 2016 – Mar 2019

*Diploma in Game Development & Technology*

- **Relevant Modules:** C++, Data Structures and Algorithms, Game Physics, Computer Graphics, AI in Games
- Studied abroad in Paris, France as part of my internship program (3iS International)

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## 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

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## PROJECTS

### Ocean Chronicles

Sep 2023 – April 2024

*Engine and Game Programmer*

- Implemented 3D Physics for a custom 3D game engine
- Scripting 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
- 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
- Created a main menu with diegetic UI for VR interactions