

Name : Zander Goh
Course : Genius Coder Programme
Achievement Level: Master

Transcript Date: 13 May 2025
Date of Birth: 27 May 2013

Learning Achievements

Semester 1

Date: Jul 2022 – Jan 2023

RS.1.1 – Robotics Basic with mBot	Platform / Language:	mBot
	Unit Learnt to Date:	12
	Module Status:	Completed
VR.1.1 – Virtual Reality Basic with CoSpaces	Platform / Language:	Cospaces
	Unit Learnt to Date:	12
	Module Status:	Completed
GD.1.3 – Game Development Basic with Minecraft Makecode	Platform / Language:	Minecraft Education
	Unit Learnt to Date:	3
	Module Status:	In progress

Semester 2

Date: Jan 2023 – Sep 2023

GD.1.3 - Game Development Basic
with Minecraft Makecode

Platform / Language: Minecraft Education
Unit Learnt to Date: 12
Module Status: Completed

MR.1.1 - Digital Maker Basic with
Micro:Bit

Platform / Language: Micro:Bit
Unit Learnt to Date: 12
Module Status: Completed

AD.1.2 - App Development Basic with
Thunkable

Platform / Language: Thunkable
Unit Learnt to Date: 12
Module Status: Completed

AD.2.2 - App Development
Intermediate with Thunkable

Platform / Language: Thunkable
Unit Learnt to Date: 12
Module Status: Completed

Semester 3

Date: Sep 2023 – Mar 2024

WD.1.1 - Web Development Basic with
HTML 5 and CSS 3

Platform / Language: HTML/CSS
Unit Learnt to Date: 12
Module Status: Completed

WD.2.1 - Web Development
Intermediate with Bootstrap

Platform / Language: Bootstrap
Unit Learnt to Date: 12
Module Status: Completed

CS.3.1 - Computer Science Advanced
with Python 3

Platform / Language: Python
Unit Learnt to Date: 24
Module Status: Completed

GD.2.3 - Game Development
Intermediate with Game Maker Studio
2 (Syntax Version)

Platform / Language: Game Maker Studio 2
Unit Learnt to Date: 6
Module Status: In progress

Semester 4

Date: Mar 2024 – Aug 2024

GD.2.3 - Game Development
Intermediate with Game Maker Studio
2 (Syntax Version)

Platform / Language:

Game Maker Studio 2

Unit Learnt to Date:

24

Module Status:

Completed

CS.3.2 - Computer Science Advanced
with C++

Platform / Language:

C++

Unit Learnt to Date:

15

Module Status:

In progress

Semester 5

Date: Sep 2024 – Jan 2025

CS.3.2 - Computer Science Advanced
with C++

Platform / Language:

C++

Unit Learnt to Date:

24

Module Status:

Completed

GD.3.1 - Game Development
Advanced with Unity

Platform / Language:

Unity

Unit Learnt to Date:

9

Module Status:

In progress

Competiton Achievements

CodeFest 2022

Date: 17 December 2022

Participated in Category A, CodeFest 2022 at Singapore
Management University (SMU)

Competition
Subject:

Game
Development -
Scratch

Testimonial

Zander has been a student at Roboto Coding Academy since July 2022 and has made consistent progress across a wide range of subjects, including Robotics, Virtual Reality, Digital Making, App Development, Web Development, Computer Science, and Game Development. He is a focused and detail-oriented learner who actively seeks clarification when needed, reflecting his commitment to understanding and improvement.

In the Game Development Intermediate module with Game Maker Studio 2, Zander successfully created various game genres such as shooting, tower defense, and platformers. He demonstrated a strong grasp of core game development concepts, including the use of sprites, objects, and game rooms. His ability to implement and refine game mechanics with creativity and precision has shown clear growth.

Currently, Zander is learning Advanced Computer Science with C++, where he is developing a solid understanding of syntax and language features. As an independent learner, he handles challenges with a positive mindset. Zander's perseverance and enthusiasm for learning position him well for continued success in programming and technology.

----- Teacher Hemalatha Harikrishnan, Sep 2024

Appendix

Achievement Level

Levels	Requirements
Bronze	Completed minimum of 48 units of any subject(s). Completed at least <ul style="list-style-type: none">• 2 Beginner subjects
Silver	Completed minimum of 96 units of any subject(s). Completed at least <ul style="list-style-type: none">• 2 Beginner subjects• 1 intermediate subjects
Gold	Completed minimum of 144 units of any subject(s). Completed at least <ul style="list-style-type: none">• 4 Beginner subjects• 2 Intermediate subjects• 1 Advanced subject
Master	Completed minimum of 168 units of any subject(s). Completed at least <ul style="list-style-type: none">• 4 Beginner subjects• 2 Intermediate subjects• 1 Advanced subject Participated in at least 1 Competition or equivalent Event