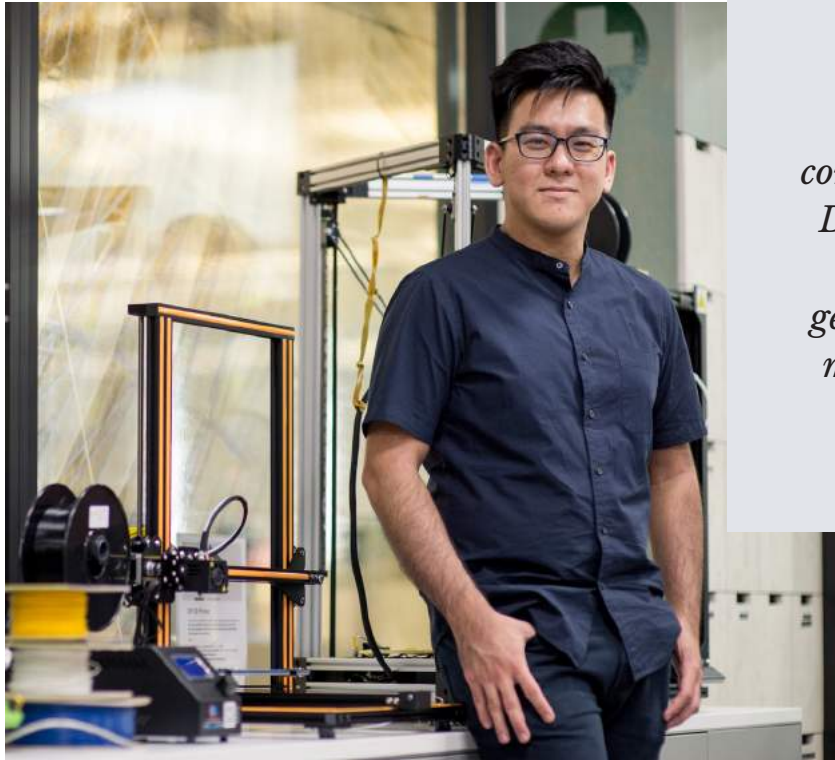


GROOMING TOMORROW'S MOVERS AND SHAKERS



A highly-regarded leader in education and research in computer interactive technologies, DigiPen Institute of Technology Singapore nurtures future generations of digital interactive media professionals who aim to disrupt industries.

By Lynn Dee

The first global institution to offer bachelor's degree programmes in game development, DigiPen Institute of Technology established a regional presence in Singapore to meet the growing demand and market in Southeast Asia. Dedicated to grooming and nurturing talent for a fast-paced and competitive industry, DigiPen (Singapore) has opened new doors of opportunity for aspiring digital game architects and software designers.

Through a rigorous curriculum designed to unleash creativity and ingenuity, the institution aims to equip students with foundational skills and knowledge that enables them to make their mark in the industry after they graduate. Building on a foundation of academics, applied learning, industry knowledge, and multidisciplinary team-based collaborations, the courses go far beyond just teaching students how to use art production software and specific programming languages. Students are given room to explore and further their interests, and become future innovators in their chosen specialisations.

The programmes are delivered by world-class educators who hail from diverse professional and academic backgrounds, bringing years of accumulative teaching experience and relevant industry knowledge to the ever-growing student community.

In addition, the Institute has long-established networks with industry players, providing ample opportunities for students to augment their education from leading practitioners through internships in game companies, animation studios, and software developers.

Truman Ang Zheng Tai, a graduate from this institution, shares how he was inspired by the exemplary education at DigiPen (Singapore). Truman is now a Software Engineer at Autodesk Singapore Research & Development (ASRD), where he had interned. Autodesk Inc. was founded in 1982, and is a leading US global multinational software technology company which makes software for the architecture, engineering, construction, manufacturing, media, and entertainment industries. Autodesk is headquartered in San Rafael, California.

What opportunities did you receive as a DigiPen (Singapore) undergraduate?

The DigiPen (Singapore) culture plays a large part in supporting undergraduates both inside and outside of school. Students are free to engage with the lecturers on a variety of topics with the school's open-door policy. This creates a culture based on



TRUMAN ANG ZHENG TAI
*Software Engineer,
 Autodesk Asia
 Bachelor of Science in Computer Science
 in Real-Time Interactive Simulation*



cooperation and camaraderie between undergraduates and faculty alike, built upon hours of working towards a common goal. With this culture, DigiPen (Singapore) has brought together a community of like-minded people whom I could work and team up with for its games projects and curriculum.

During my final year as an undergraduate, there were ample interview opportunities with prestigious software companies in Singapore relating to or outside the game industry. I earned an internship with Autodesk Singapore R&D (ASRD) at one of its campus recruitment events hosted by University Recruiting.

How does the curriculum of the Computer Science programme at DigiPen (Singapore) train future-ready graduates?

The Computer Science programme is made up of four main categories: language proficiency in C++, computer graphics, mathematics, and game projects. To inculcate an all-rounded education, the game projects serve to contextualise and give students a hands-on understanding of the curriculum that echoes the standards of the industry. That way, students are more industry-ready upon graduation.

How has the education at DigiPen (Singapore) enabled you to excel in your job at Autodesk?

At Autodesk Reality Capture team, I am responsible for the architecture and maintenance of a cloud-based data processing pipeline called “Reality Capture API.” This API functions as a gateway to aerial and close-range

three-dimensional mesh reconstruction using photogrammetry. The education from DigiPen (Singapore) has always emphasised the importance of foundational learning and this has allowed me to understand the team’s technical stack, easing into workflows and contributing to the codebase.

What excites you most about the future of your industry?

The technology industry is rapidly evolving. Within the past couple of years, we have seen the emergence of technologies such as virtual/augmented reality, voice/facial recognition and self-driving cars. Thus, I feel that the work in the technological industry is never mundane. Through working on such technologies, I realise that I can potentially enhance and make a positive impact on many people’s lives.

Any words of advice to those considering applying to DigiPen (Singapore)?

DigiPen might look intimidating with its regarded reputation. However, it is a place where people who are passionate about games gather to learn, teach, and challenge one another. If you join our DigiPen family, you can rest assured that there will always be someone, be it a professor, alumnus, or fellow undergraduate, who will provide support and guidance.