



Coding a competent IT professional

Chiang Wan Ting Gina, 26, develops technical ability and soft skills for job success at DigiPen Institute of Technology Singapore

No ordinary app developer

I am a software developer in the Infocomm Development Authority of Singapore's (IDA) Government Digital Services (GDS).

This department makes use of information technology (IT) to improve the lives of Singaporeans. I develop web and mobile applications for use by the public and by the Government.

I'm thankful for the chance to be involved in such meaningful and important work.

Honing specialised skills

Before I joined the DigiPen Institute of Technology Singapore (DigiPen), I worked as a web application developer. I enjoy programming and I get a great sense of satisfaction when I see the fruits of my hard work.

After two years in the job, I realised I needed to improve my professional skills. I chose to head back to school at DigiPen because its strong emphasis on technical training would improve my career prospects.

What attracted was the chance to learn new programming languages like C/C++ and develop two- and three-dimensional game engines. DigiPen is the only institution in Singapore that offers such specialised training.

My skills in programming and problem-solving have improved tremendously. Thanks to the training I received, I was able to secure my current job quickly after graduating.

A very different kind of education

DigiPen is more than a game school, and its graduates thrive in jobs outside the game industry. Its programmes combine rigorous technical training with creative development, and have been designed to make us well-rounded individuals.

In the Real-Time Interactive Simulation (RTIS) programme, for example, students have to complete



My degree has given me the skills to excel and succeed in the professional world. Projects in the game modules, for example, help develop real-world management skills.

modules in Physics, English, Social Sciences, 3D modelling and Math — on top of those in Computer Science and Game Development.

Art modules, such as Drawing, Film, or Music, are also a part of the programme. One class I really enjoyed was The Graphic Novel, an English elective. I got a chance to create a graphic novel.

Learning real-world skills

My degree has given me the skills to excel and succeed in the professional world.

Projects in the game modules, for instance, help develop real-world project management skills.

Cross-disciplinary teams, made up of students from different degree programmes, are given 14 weeks to develop a game from scratch. The structure of these student project teams is no different from the ones at IDA, and each student has a project role to perform.

Learning opportunities outside class

All students are required to spend a semester, or about 12 weeks, at the main DigiPen campus in Redmond, Washington. I was there from May to



August in 2013, and the experience was awesome.

Though short, the time I spent there was rewarding and it was a period of personal growth for me. I got to live independently and see how life in the United States was like.

The internship I did with IDA, from January to July in 2015, was also eye-opening. At the agency, I was introduced to cutting-edge technology while working on an iPad application for the Government.

I also picked up project management skills from my IDA team mates, which I used in my final game project at DigiPen.

Occupation

Associate consultant,
Government Digital Service (GDS),
Infocomm Development Authority of
Singapore (IDA)

Course

Bachelor of Science in Computer
Science in Real-Time Interactive
Simulation (RTIS)

Institution

DigiPen Institute of
Technology Singapore