Digital Media and Infocomm Technology

Digital Animation
Music & Audio Technology
Visual Effects & Motion Graphics
Business Information Technology
Infocomm Security Management
Information Technology

With SP, it’s So Possible
I CAN REALISE MY Dreams

The School of Digital Media and Infocomm Technology is a place where your dreams can turn into reality.

You can create animation, music and visual effects fit for films. You can use technology to improve lives, help businesses and make cyberspace a safer place. The different learning styles, such as apprenticeship and scenario-based learning, help unlock your potential. Spaces like the Media-Art-Design (M.A.D.) Studios help you find your creative soul, and the Cyber Wargame Centre allows you to learn the skills to defend against hackers.

When you graduate, you will be able to harness technology to make a difference to people’s lives.

WHY DMIT?

Digital media and information technology have become an integral part of our lives.

Whether it is business or communication, education or entertainment, infinite possibilities abound with the fusion of digital media and IT.

INNOVATIVE TEACHING APPROACH

We offer an unparalleled approach to teaching, through apprenticeship, scenario-based and studio-based learning.

Coupled with the integration of soft skills into these teaching approaches, it enables you to be highly engaged, challenged and inspired.

INSPIRING LEARNING SPACES

We design learning spaces to draw out the creative genius in every student. This includes our Cyber Wargame Centre, M.A.D. Studios, Social Media Listening Centre and Yellow Submarine.

IMMERSIVE DMIT EXPERIENCE

We make dreams more real by putting students in the mix with the who’s who in the industry.

We put students on the cutting edge in high-level competitions, industry certifications and real-life work experience.

So let us unfold your dreams to make it reality!
Dreams Animated

Chill, relax and work in a personal workspace that you can decorate on your own – a place that you call home. Bring fantasy to reality in our M.A.D. Studios, where dreams come alive through art and animation. Let DDA take you places where one can only go in their wildest imagination. Create worlds so entertaining and appealing people will want to remain in them forever!

DIPLOMA IN Digital Animation

Diploma in Digital Animation (DDA - S35)

COURSE HIGHLIGHTS

- **PERSONALISED WORKSPACE**
  Our M.A.D. (Media-Art-Design) Studios is a fully-equipped production studio that not only offers you a personalised workspace, but also a place where you can bounce ideas off peers and lecturers.

- **MENTORSHIP WITH INDUSTRY GURUS**
  Our unique mentorship programme links you with industry gurus from companies such as Lucasfilm and Ubisoft. Learn from the people who make things happen!

- **INTERNSHIP**
  Gain a foothold in the industry through our minimum 17-week internship programme at top animation companies. It is an opportunity offered to all DDA students!

- **IMMERSION PROGRAMME**
  You will have the opportunity to join a 2-week immersion programme to create your very own anime with Digital Hollywood University in Japan!

ENTRY REQUIREMENTS

2017 JAE ELR2B2: 11
AGGREGATE TYPE: ELR2B2-D

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- Chemistry • Computer Studies • Creative 3D Animation • Design & Technology • Design Studies
- Food & Nutrition • Fundamentals of Electronics
- Higher Art • Media Studies (Chinese / English)
- Physics • Science (Chemistry, Biology)
- Science (Physics, Biology) • Science (Physics, Chemistry)
FURTHER STUDIES

You can pursue further related degree programmes at both local and overseas universities. We have graduates enrolled locally at the School of Art, Design and Media at Nanyang Technological University and DigiPen Institute of Technology.

All students are required to take one compulsory Sports for Life (SFL) module for one semester in their first year in SP. In their second and third year, students may sign up for SFL module as an elective.

FIRST YEAR
- 3D Animation Fundamentals
- Animation Studio 1
- Communicating for Personal and Team Effectiveness
- Drawing
- Environment and Prop Design
- Figure Proportion and Anatomy
- General Education 1
- General Education 2
- Graphic Design Principles
- History of Animation
- Introduction to 3D Computer Graphics
- Media Business
- Traditional Animation

SECOND YEAR
- Animation Studio 2
- Character Design
- Communicating for Project Effectiveness
- Conceptualisation and Layout
- Figure Drawing for Animation
- General Education 3
- Portfolio Development
- Rigging Fundamentals
- Social Innovation Project
- Visual Storytelling

CHARACTER ANIMATION SPECIALISATION
- 3D Body Mechanics
- 3D Character Animation
- Acting for Animation

DIGITAL LIGHTING AND COMPOSITING SPECIALISATION
- Advanced Lighting and Rendering
- Digital Lighting and Rendering
- Digital Compositing

FREE ELECTIVES
- Basic Dynamic Simulation
- Digital 2D Animation
- Introduction to Game Art Integration

ASSET CREATION SPECIALISATION
- Character Modeling and Setup
- Digital Creature Modeling and Sculpting
- Environment and Prop Modeling

THIRD YEAR
- Advanced Drawing
- Animation Studio 3
- Internship Programme

FREE ELECTIVES
- Creature Effects
- Independent Study
- Motion Capture

SCHOLARSHIPS
- Singapore Polytechnic (SP) Sports and Arts Scholarship
- Singapore Polytechnic (SP) Scholarship

CAREER OPTIONS
- 2D / 3D Animator
- 3D Modeler / Rigger
- Character Designer
- Storyboard Artist
- Digital Lighting Artist
- Illustrator
- Layout Artist
- Rendering Artist
- Concept Artist
- Texture Artist

FURTHER STUDIES
You can pursue further related degree programmes at both local and overseas universities. We have graduates enrolled locally at the School of Art, Design and Media at Nanyang Technological University and DigiPen Institute of Technology.

We also have graduates who were offered places at overseas institutions such as Ringling College of Art and Design (USA), School of Visual Arts (USA), Bournemouth University (UK), University of Glasgow (UK), University of Hertfordshire (UK), Savannah College of Art and Design (HK) and Vancouver Film School (Canada).

All students are required to take one compulsory Sports for Life (SFL) module for one semester in their first year in SP. In their second and third year, students may sign up for SFL module as an elective.
Making Music Shaping Sound

The Diploma in Music and Audio Technology (DMAT) prepares you to be a music industry professional, producing musical content for the media and entertainment industry. Our course enables you to integrate the different processes involved in the creation and production of musical content. You will be immersed in processes such as arranging, songwriting, performance, recording and mixing.

Our blend of fun learning experiences, vibrant student environment and highly-experienced lecturers ensure that you will become an all-rounded music and industry professional.

DIPLOMA IN
Music and Audio Technology
(DMAT - S97)

ENTRY REQUIREMENTS
2017 JAE ELR2B2: 14
AGGREGATE TYPE: ELR2B2 - C

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- Creative 3D Animation
- Design & Technology
- Food & Nutrition
- Fundamentals of Electronics
- Physics
- Science (Chemistry, Biology)
- Science (Physics, Biology)
- Science (Physics, Chemistry)

COURSE HIGHLIGHTS

- **CREATIVE AND VIBRANT ENVIRONMENT**
  Immense yourself in a creative and vibrant environment. Participate in performances, events, social activities and immersion programmes.

- **HIGHLY-EXPERIENCED LECTURERS**
  Exciting opportunities to work with our team of highly experienced lecturers on real-life music production projects under the Master-Apprenticeship model.

  Our lecturers are actively engaged in industry projects and their knowledge of industry practice and excellence in teaching will provide you with a quality education.
I always knew I wanted to do something related to music, but could never place a finger on how or what exactly I could do. DMAT’s broad curriculum gave me the opportunity to discover the different facets of music production, eventually allowing me to hone in on the skills needed as a Sound Engineer and Producer.

ROBIN WONG
Class of 2013, currently working as a Producer/ Sound Engineer.

SCHOLARSHIPS
• National Arts Council Arts Scholarship
• Singapore Polytechnic (SP) Scholarship
• Singapore Polytechnic (SP) Arts Scholarship

CAREER OPTIONS
• Arts and Media Promoter / Manager
• Live Sound Engineer
• Music Arranger / Publisher / Producer / Composer
• Music Educator
• Recording Engineer
• Sound Designer

There are many career opportunities available with recording studios, game development companies, advertising agencies, educational institutions, broadcasting corporations and Internet/new media companies that require music and audio as part of their operations.
DIPLOMA IN

Visual Effects and Motion Graphics

(DVEMG - S39)

Art Lives Here

We make superheroes whiz across the clouded skies, add a rainbow just for your eyes. We create places not found on Earth and stories with plot device. We are the unsung heroes that forge visual harmony, spawn wounds that have no pain.

We are different, but not insane.
We are DVEMG. ART lives here.

COURSE HIGHLIGHTS

• Your own workspace. Make it look your own!
• A powerful workstation packed with everything you need to unleash that creativity.
• Most importantly, experienced lecturers who are just as passionate as you are in visual effects and motion graphics.

ENTRY REQUIREMENTS

2017 JAE ELR2B2: 14
AGGREGATE TYPE: ELR2B2-D

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The time I spent in SP felt relatively short because I enjoyed most of it. DVEMG was the kickstarter of my career because it gave me an opportunity to partake in an internship with University of California Los Angeles (UCLA) during my final year. The internship not only opened my eyes to the industry but also sparked my interest in motion graphics.

SCOTTIE LIM
Class of 2012, Motion Designer at Click 3X
Create Business Success Using IT!

A successful business engages four key areas to influence consumer behavior in their favor – having a social media presence, making use of mobile application technology, utilizing business analytics tools to analyse market trends and possessing an entrepreneurship spirit.

At DBIT, we have incorporated these four areas into our curriculum, all tightly integrated across the modules, to empower you to create business success!

**DIPLOMA IN**

**Business Information Technology**

(DBIT - S82)

**ENTRY REQUIREMENTS**

2017 JAE ELR2B2: 14

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- Design & Technology
- Food & Nutrition
- Fundamentals of Electronics
- Physics
- Science (Chemistry, Biology)
- Science (Physics, Biology)
- Science (Physics, Chemistry)

**COURSE HIGHLIGHTS**

- **FOUR INTEGRATED APPROACHES TO CREATING BUSINESS SUCCESS**
  - Social Media
  - Business Analytics
  - Web and Mobile Applications
  - Entrepreneurship

- **SOCIAL MEDIA LISTENING CENTRE**
  Listen, analyse, strategise and influence business trends at our Social Media Listening Centre.
The Diploma in Business Information Technology is a three-year full-time programme. All full-time diploma students are required to take two compulsory Education and Career Guidance Modules in SP. Students will take SP101A: Education and Career Guidance 1 – Personal Development (15 hours) in their first year. In their second year, students will take SP201A: Education and Career Guidance 2 – Career Development (30 hours).

All students are required to take one compulsory Sports for Life (SFL) module for one semester in their first year in SP. In their second and third year, students may sign up for SFL module as an elective.

### Course Modules

**FIRST YEAR**
- Accounting
- Business Marketing and Branding
- Business Opportunity
- Communicating for Personal and Team Effectiveness
- Database Management Systems
- Digital Media for Business
- Ethics and Law of IT and Media
- General Education 1
- General Education 2
- Mathematics
- Mobile Application Development 1
- Social Media Marketing
- Web Client Development

**SECOND YEAR**
- Business Analytics
- Business Intelligence
- Business Planning
- Business Statistics
- Communicating for Project Effectiveness
- Communicating for Professional Effectiveness
- Digital Analytics
- General Education 3
- Interaction and Visual Design
- Mobile Application Development 2
- Social Innovation Project
- Social Media Analytics
- Web Applications Development

**THIRD YEAR**
- Final Year Project
- Internship Programme
- Infographics
- Predictive Analytics
- Electives (Choose one from the following):
  - Enterprise Business Processes
  - Fundamentals of Economics
  - Independent Study I
  - Internet of Things
  - Programming for Data Science

DBIT provides you with a platform to pick up IT and business concepts quickly, and with confidence. DBIT also provides you the flexibility and versatility to choose the IT domain that interests and inspires you.

AUGUSTIN CHAN
Class of 2006, who was the recipient of the IDA National Infocomm Scholarship, is responsible for acquiring new business clients for Oracle Corporation.

### Scholarships
- Centre for Strategic Infocomm Technologies (CSIT) Diploma Scholarship
- Industry Preparation for Pre-graduate (IPREP) Programme
- Infocomm Polytechnic (iPoly) Scholarship
- Singapore Polytechnic (SP) Scholarship

### Career Options
- Entrepreneur
- IT Business Analyst / Developer
- IT Project Specialist
- Web Analyst
- Social Media Analyst
- UI / UX Designer
- Web Application Designer / Developer
- Mobile Solutions Analyst / Developer

### Further Studies
Our curriculum gives you the flexibility to pursue either an IT or Business degree in both local and overseas universities with advanced standings.

Our graduates have also won scholarships and studied in local universities like NUS, NTU and SMU, and overseas universities like University College London.
Anonymous hackers are attempting to gain access to classified information on a computer system and you need to stop them from carrying out this malicious attack. At the Cyber Wargame Centre, we create such realistic scenarios to prepare you for the REAL cyberthreats!

Technology is ever-present in our everyday activities, the need to guard against cyber threats is more critical than ever before.

**DIPLOMA IN**

*Infocomm Security Management*

(DISIM - S54)

**COURSE HIGHLIGHTS**

- **SIMULATED-PRACTICE LEARNING ENVIRONMENT**
  The Cyber Wargame Centre provides you with a real-time practice and learning environment through Cyber Wargame exercises – launch cyber-attacks, build cyber defences and delve into the world of forensics investigation.

- **NUS-POLY PREPARATORY PROGRAMME**
  Gain discretionary admission to the Bachelor of Computing (Information Security) course in NUS upon the successful completion of the NUS-Poly Preparatory Programme.

- **PROFESSIONAL CERTIFICATION**
  Gain industry recognition through certifications such as EC-Council Certified Ethical Hacker, Certified Hacking Forensic Investigator, ThinkSECURE Organisational Systems Security Analyst and the Organisational Systems Wireless Auditor.

**ENTRY REQUIREMENTS**

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- Science (Physics, Biology)
- Science (Physics, Chemistry)
The DISM course has provided me with a holistic approach to manage cyber security, and a plethora of opportunities - both within the institution and in the industry - to explore and advance my technical arsenal beyond the syllabus and develop essential soft skills. Working closely with industry partners, I can graduate with industry relevant certifications and experiences.

DANIEL HO
Class of 2016, DISM Gold Medallist, recipient of the Lee Kuan Yew Award 2016, and currently a Public Service Commission scholarship holder

SCHOLARSHIPS
- Centre for Strategic Infocomm Technologies (CSIT) Diploma Scholarship
- Industry Preparation for Pre-graduate (iPREP) Programme
- Infocomm Polytechnic (Poly) Scholarship
- Singapore Polytechnic (SP) Scholarship
- Singtel Cyber Cadet Scholarship
- DSO National Laboratories (DSO) Diploma Scholarship

FURTHER STUDIES
You can pursue further studies at local or foreign universities, with the latter granting direct entry into the second or third year of related undergraduate programmes in countries such as Australia, United Kingdoms and the United States.
DIPLOMA IN
Information Technology
(DIT - S69)

Create A Smart Nation With Us

Information Technology (IT) is the driving force behind many digital transformations we see and use today, including the Smart Nation vision. In Singapore, there continues to be a strong demand for IT professionals who are proficient in developing mobile apps to facilitate Smart Mobility; engineering software systems to provide for Smart Living; covering needs from consumer games to industrial applications.

ENTRY REQUIREMENTS
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COURSE HIGHLIGHTS

• FLEXIBLE COURSE OF STUDY
  Choose any one of the five most in-demand areas of IT to focus on.
  - Game Development
  - Information Security
  - Interaction Design
  - Software Design
  - Data Science

• AWESOME OPPORTUNITIES
  We open doors for you to work with leading industry companies such as Microsoft, Accenture, GovTech, CrimsonLogic, KPMG, Singtel and Ubisoft Singapore through internship opportunities and project collaborations.

• GET A HEAD START FOR
  Local Universities
  DIT offers an Advanced Math programme that will prepare you for your university programme. At DIT, you can also earn advance credits for your future degree programme at DigiPen, or get exposure to Singapore Management University. You can do all of these, as a DIT student in SP!

FLEXIBLE COURSE OF STUDY - GET A HEAD START FOR LOCAL UNIVERSITIES

Create A Smart Nation With Us

Information Technology (IT) is the driving force behind many digital transformations we see and use today, including the Smart Nation vision. In Singapore, there continues to be a strong demand for IT professionals who are proficient in developing mobile apps to facilitate Smart Mobility; engineering software systems to provide for Smart Living; covering needs from consumer games to industrial applications.
I’ve always had a passion for IT, and being able to study the subject I loved made the journey fun and engaging. In DIT, I was taught solid skills and was mentored by lecturers who went above and beyond. My achievements are not my own, but a culmination of the guidance and work put in by the lecturers.

Azeem Arshad Vasanwala
Class of 2017
Toh Chin Chye Gold Medallist Institution Award, IMDA Gold Medallist, Microsoft Imagine Cup 2016 Winner, Singapore Computer Society IT Youth 2017 Finalist Award

SCHOLARSHIPS
• Centre for Strategic Infocomm Technologies (CSIT) Diploma Scholarship
• Infocomm Polytechnic (Poly) Scholarship
• Industry Preparation for Pre-graduate (iPREP) Programme
• Singapore Polytechnic (SP) Scholarship

CAREER OPTIONS
• Analyst Programmer
• Computer Graphics Programmer
• Game Level Designer
• Game Programmer
• IT Business Analyst
• IT Consultant
• IT Executive
• Mobile Apps Developer
• Quality Assurance Tester
• Software Engineer
• Web Application Developer

FURTHER STUDIES
Quench your thirst for knowledge at local or foreign universities! Our graduates may receive module exemptions or advanced standings with relevant courses offered locally at NUS, NTU, SIT, SUTD and SMU. You can also gain direct entry into the second or third year of study in relevant undergraduate degree courses in countries including Australia, and the United Kingdom.

Course

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<td><strong>FIRST YEAR</strong></td>
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<td>- Application Development</td>
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<td>- Infocomm Security</td>
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<td>- Programming Fundamentals</td>
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<td>- Solutions Development Project</td>
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<td>- Internship Programme</td>
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| **SECOND YEAR** |
| - Solutions Development |
| - Software Design |
| - Interaction Design |
| - Information Security |
| - Digital Forensics & Investigation |
| - Network Security |
| - Independent Study |
| - Independent Study 1 |
| - Independent Study 2 |
| - 1 Elective |

| **THIRD YEAR** |
| - Game Development Portfolio |
| - Ethics and Law of IT and Media |
| - Internship Programme |
| - 1 Elective |

| **ELECTIVES** |
| - Advanced Java Programming |
| - Data Structures & Algorithms |
| - Internet of Things |
| - Network Security |
| - Interaction Design |
| - Geospatial Visualisation |
| - User Interface Design |
| - Data Science |
| - Data Structures & Algorithms |
| - Independent Study 1 |
| - Independent Study 2 |
| - Programming for Data Science |
| - User Interface Design |
| - Web Applications Development |

The Diploma in Information Technology is a three-year full-time programme.

All full-time diploma students are required to take two compulsory Education and Career Guidance Modules in SP. Students will take SP101A: Education and Career Guidance 1 – Personal Development (15 hours) in their first year. In their second year, students will take SP201A: Education and Career Guidance 2 – Career Development (30 hours).

All students are required to take one compulsory Sports for Life (SFL) module for one semester in their first year in SP. In their second and third year, students may sign up for SFL module as an elective.
ONG JIN JIE (JJ)
Singer-Songwriter
Warner Music Singapore Artist

HUANG PEH LINDE
Music Producer & Arranger

KHIDIR BIN SUHAIMI
Senior Training Media Specialist
PSA Corporation Ltd

ALONGSIDE OF DMAT CLASS OF 2010

DMAT CLASS OF 2015

DMAT CLASS OF 2013

DMAT CLASS OF 2006

EUGENE MATTHEW CHEONG
RotoPaint Artist
Lucasfilm Animation Singapore

ANGIE ONG
Sales Consultant
Business Buddy

CRYSTAL WONG
User Interface Artist
Bandai Namco Studios Singapore

AUGUSTIN CHAN
Sales Manager
Oracle Corporation

FYN NG
Motion Designer
SapientRazorfish

DDM (PREDECESSOR OF DVEMG) CLASS OF 2010

DDM (PREDECESSOR OF DVEMG) CLASS OF 2012

DDA CLASS OF 2016

DDA CLASS OF 2009

DKA CLASS OF 2015

After graduating from DMAT, JJ embarked on his journey as an independent pop artist. He has not only performed with many international acts including Mayday Parade and Before You Exit, his single “Why So Serious” was even used in a Korean TV show titled “Your Kitchen”. With various achievements under his belt, JJ caught the attention of Warner Music Singapore and since joined the Warner Music Singapore family as an artist.

FYN is currently based in New York City. He is a Motion Designer in SapientRazorfish, with a focus on Augmented Reality. His most recent achievement is being a top 10 finalist in Advertising Age’s Young Creative Cover Design 2017, where his entry was published in the magazine and displayed at Cannes Lions. He is also a semi-finalist for multiple entries in the Adobe Design Achievement Awards for 2 consecutive years. Outside of professional work, Fyn has gained an online presence for his personal 3D exploration exercises. His works were featured on world-renowned design sites such as Digital Arts and Behance.

As part of Oracle Corporation, Augustin is responsible for managing customers in Singapore’s public sector. His role as a customer account representative involves frequent engagement with client’s information and digital leaders. Often, such engagement includes sharing industry insights and he works with clients and leads can benefit from digital transformation.

Both affable and cheerful, Khidir naturally became the caring elder brother to his peers while in DDA. He was the team leader at multiple SIGGRAPH Asia International computer graphics conferences and is very passionate about the animation industry.

As a Senior Training Media Specialist at PSA, Khidir leads a team of graphic artists to develop training materials and regularly utilizes his skills in drawing, 3D modeling and animation on multiple wide-ranging projects for the organisation.

Having applied to build a career in the IT industry or her own business, Angie sees her current job as having a good mix of both IT and entrepreneurship. She uses her IT knowledge to identify the business flow problems that companies face and to propose solutions for them. Angie graduated from SP with a Diploma with Merit and was the recipient of the Singapore Polytechnic Alumni Scholarship.

Peh Linde is part of Singapore’s fusion sextet, the TENG Ensemble. In 2014, her instrumental album “Beginnings” was awarded the Artistic Performance Album of the Year at the 10th Hi-Fi Album Awards in China. She has composed and arranged jingles, theme songs and worked on music production for corporate clients such as Singapore Airlines and Mediacorp. Artists that she worked with include MCity and Chua Chu.

Peh Linde is a graduate of Yong Siew Toh Conservatory of Music, majoring in Recording Arts.

As a User Interface Artist, Crystal designs and implements user interfaces into Unreal Motion Graphics. She handles concept art, illustration and logos. She has been working on video games and recently completed work on the new game tournament for the WNV. Crystal freelanced at Leeaveen Studios during her studies in Singapore and was involved in the development of the card mobile game “Kya! Tablets”. Crystal graduated from DDA in 2016 with a Diploma with Merit and received the Pacific Radiance Animation Award.

Eugene works at Lucasfilm Animation Singapore (under Industrial Light and Magic) as a RotoPaint Artist. He is part of a team of artists that does visual effects for Hollywood blockbuster movies.

Eugene works at Lucasfilm Animation Singapore (under Industrial Light and Magic) as a RotoPaint Artist. He is part of a team of artists that does visual effects for Hollywood blockbuster movies.

Peh Linde is a graduate of Yong Siew Toh Conservatory of Music, majoring in Recording Arts.

As a User Interface Artist, Crystal designs and implements user interfaces into Unreal Motion Graphics. She handles concept art, illustration and logos. She has been working on video games and recently completed work on the new game tournament for the WNV. Crystal freelanced at Leeaveen Studios during her studies in Singapore and was involved in the development of the card mobile game “Kya! Tablets”. Crystal graduated from DDA in 2016 with a Diploma with Merit and received the Pacific Radiance Animation Award.

Fyn is currently based in New York City. He is a Motion Designer in SapientRazorfish, with a focus on Augmented Reality. His most recent achievement is being a top 10 finalist in Advertising Age’s Young Creative Cover Design 2017, where his entry was published in the magazine and displayed at Cannes Lions. He is also a semi-finalist for multiple entries in the Adobe Design Achievement Awards for 2 consecutive years. Outside of professional work, Fyn has gained an online presence for his personal 3D exploration exercises. His works were featured on world-renowned design sites such as Digital Arts and Behance.

As part of Oracle Corporation, Augustin is responsible for managing customers in Singapore’s public sector. His role as a customer account representative involves frequent engagement with client’s information and digital leaders. Often, such engagement includes sharing industry insights and he works with clients and leads can benefit from digital transformation.
Shi Hui graduated from University College London with a Bachelor of Science in Information Management for Business. Recently, she completed her Master of Science in Advance Design Informatics from the University of Edinburgh. She is currently working in Singapore under the Management Associate Program performing computing and data analytics roles. Shi Hui was also a recipient of the IDA National Infocomm Scholarships.

Edward is part of the team which is responsible for the training and development of Home Team officers as well as Home Team partner agencies in cyber security competencies. He is a Certified Ethical Hacker (CEH) and his final year project team obtained the SEIProve Gold Award in Singapore Polytechnic. Edward graduated with a Bachelor of Engineering (Computer Science) in 2015. He co-authored a paper, on the NTU project that was awarded the 1st Place of Interesting PYS published at the 8th Annual International Conference on Computer Science Education: Innovation & Technology (CSEIT 2015).

Shi Hui graduated from University College London with a Bachelor of Science in Information Management for Business. Recently, she completed her Master of Science in Advance Design Informatics from the University of Edinburgh. She is currently working in Singapore under the Management Associate Program performing computing and data analytics roles. Shi Hui was also a recipient of the IDA National Infocomm Scholarships.

As a Technical Director, Ikhwan manages workflow, server back end structure and multi-platform toolsets. He has released five games across different consoles and platforms: Tobe’s Vertical Adventure, Tobe’s Hookshot Adventure, Tiny Dice Dungeon, The Last Vikings, and most recently, ArmaGalant, on the PlayStation Store. During his time in SP, Ikhwan was a Microsoft Student Partner and was awarded the Director’s Honour Roll three times.

As a Partner Technology Manager, Xiaoran helps partners overcome scaling and operational challenges and project-manage the partner onboarding implementation. He obtained a Bachelor Degree in Computing, Information Technology (with Distinction) from the University of Wollongong, Australia in July 2012.

Edward is part of the team which is responsible for the training and development of Home Team officers as well as Home Team partner agencies in cyber security competencies. He is a Certified Ethical Hacker (CEH) and his final year project team obtained the SEIProve Gold Award in Singapore Polytechnic. Edward graduated with a Bachelor of Engineering (Computer Science) in 2015. He co-authored a paper, on the NTU project that was awarded the 1st Place of Interesting PYS published at the 8th Annual International Conference on Computer Science Education: Innovation & Technology (CSEIT 2015).

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