

Todak Academy Sdn Bhd, a Malaysian based company established in 2020, deals with gaming and creatives education. Our parent company, TODAK Group shares their brand & strength to involve directly for the innovative education sector. We are the team of professionals who understand what the nation needs & trying to fullfill those requirements in an appropriate span of time with suitable price. Todak Academy prides itself in its innovative and contemporary approach to educational philosophy to be the best creative academy in Malaysia. We deliver excellence in Game Development,

Esports Management, Animation with



ranges of vocational trainings & certification.



# TODAK

**SCHOLARSHIPS & FINANCIAL AIDS AVAILABLE** 

# **PROGRAMMES OFFERED**

# **DIPLOMA & SIJIL KEMAHIRAN MALAYSIA**

3D Animation Production Operation

Creative Content Development

Sijil Kemahiran Malaysia Level 3

3D Production Operation Support

3D Game Asset Production

Pengiktirafan Pencapaian Terdahulu (PPA-PPT)

3D Production Operation Support

3D Game Asset Production

2D Game Visual Art

Interactive Multimedia Desian

Esports Coachina

## **SCHOOL PROGRAMMES**

Fundamental Of 3D Animation Esports Education Programme Game Based Learning (School) Al Robotics

### **SCHOOL HOLIDAY PROGRAMMES**

3D Workshop Mobile Legends Bang Bang Esports Camp Game Based Learning Al Robotics

### **CORPORATE TRAINING**

HRD Corp Training

### **SHORT COURSES**

3D Modeling

3D Rigging

**3D** Animation

Basic Blender

Basic Unity

Esports Team Manager

**Esports Executive** 

Todak Apprentice

Mobile Legends Bang Bang

**PUBG** Mobile

Valorant

### **INTERNATIONAL PROGRAMMES**

3D Animation

3D Game Asset

**Esports** 

### Game Based Learning

MakeCode Arcade (Basic)

MakeCode Arcade (Intermediate)

MakeCode Arcade (Advance)

### Professional Certificate Program

3D Animation Level 3

3D Game Asset Production Level 3

Multimedia Interactive Level 3

Game Development Level 3

UTMSpace - Professional Diploma

3D Animation & Game Development

Corporate Programmes