CHUN Sin Ying

✉ chunsinying1234567890@gmail.com ☎ 51737428

💼 https://chun0119.github.io/

🖥 Working Experience

XR Software Developer
Eteam Entertainment Limited

Since 6/2020

Built XR interactive software and games with Unity and C#, Unreal and C++, SparkAR and JavaScript, etc.

Used cloud service or LAN connection for hosting multiplayer games

Used third-party plugin and platform supporting voice chat and skeleton tracking

Incorporated multiple devices during development, such as Oculus Quest, Oculus Go, Hololens, Nreal, etc.

Collaborated with team where animator, graphic designer, game designer and sound expert are involved

Unity Software Developer (Part-time)
Gabi Education Limited

11/2019 – 6/2020

Built educational games with Unity and C#

Built a web-based platform for game data management with React

Used cloud service with MySQL and PHP for building the backend of the game

Collaborated with graphics designer to build an interactive game interface

VR/AR Game Developer (Internship)
Versitech Limited

6/2019 – 8/2019

Built VR games with Unity and C#

Built a VR prototype with Android Plugin written in Java to connect the pulse rate sensor to the game

Frontend Web Developer (Part-time)
Fundroots Software Creative Limited

3/2018 – 8/2018

Built a web-based trading platform frontend with Angular and Typescript

Collaborated with UI/UX design team and backend team to model features, provide interactive user interface and retrieve data from MongoDB

Programmer (Part-time)
iLearners Hong Kong Limited

1/2018 – 4/2018

Built a web-based platform for teachers to create teaching materials with Vue and Node.js

Modelled features, provided interactive user interface and retrieved data from Firebase

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💻 Technical Experience

Game Engine: *Unity, Unreal Engine, SparkAR*
Programming Languages: *C#, C++, JavaScript, PHP, Python, Java, HTML5, TypeScript, C*
Web Frameworks: *React, Angular, Bootstrap, Vue, Django, jQuery*
Cloud Services: *AWS, Photon, Firebase*
Database: *MySQL, Firestore*

🎓 Education

The University of Hong Kong
Bachelor of Engineering (Computer Science)
9/2016 – 6/2020

Newcastle University
UG Exchange Students in COMP Non-Erasmus
9/2018 – 1/2019

🏆 Competitions & Exhibitions

Merit Award of Solve for Tomorrow 2019
Samsung
12/2019
By the project of Drift Bottle

Nominated by course coordinator to join The 2nd Engineering InnoShow
The University of Hong Kong
12/2019
By the project of Drift Bottle

Second Runner Up of hackUST 2017
Hackathon at HKUST
4/2017
On the topic of healthcare (creativity)

🎮 School Projects

Hexplore Fort
Final year project in University
The 2nd Engineering InnoShow
5/2020
AR adventure game
Hexapod is equipped
Android Studio with Java is used for controlling the hexapod
Unity with C# is used for the gaming environment

Drift Bottle
Solve for Tomorrow 2019
The 2nd Engineering InnoShow
12/2019
Native Android application that tries to tackle the mental health issues of students
Android Studio with Java is used

The Earth
12/2019
2D, country simulation game
Location-based interactions between players are allowed
Android Studio with Java is used

Road to Graduation
4/2019
2D platformer, RPG, adventure game with storyline
Unity with C# is used

Undead Pursuit
4/2018
2D platformer, point-and-click, detective, survival game with storyline
Unity with C# is used