

CHUN Sin Ying

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📁 <https://chun0119.github.io/>

Working Experience

Associate Game Engineer

Playstudios Asia Limited

Since 10/2021

Built entertaining mobile game with Unity, C# and Lua

Built tools and wrappers to optimize and automate the working process

XR Software Developer

Eteam Entertainment Limited

6/2020 – 10/2021

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.

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

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

Modelled 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, Lua, 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