

Sin Ying Chun (Sarah)

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Eligible holder of Open Work Permit // Available immediately // Willing to relocate or working remotely

Objective and Summary

Seeking a challenging game developer position where I can leverage my extensive experience working on diverse game projects and utilize my problem-solving skills to improve the quality of the company's products.

Results-driven and versatile Game Developer with over 4 years of experience in diverse game development projects. Proficient in Unity and C#, I possess a solid foundation in software development principles, enabling me to quickly adapt to new technologies. As a dedicated team player with exceptional problem-solving skills, I am committed to meeting project objectives within tight deadlines. Continuous learning is a cornerstone of my work, and I prioritize delivering exceptional user experiences in every project I undertake.

Working Experience

Game Developer (Freelance) Aug 2022 – Present [CanvasLand Metaverse Production Limited](#)

Built 6 metaverses integrating multiplayer, voice chat, avatar system, web3, etc., for clients as a solution provider.

Clients include Citibank Citi Global Wealth Center, Dah Sing Bank, The Hong Kong Polytechnic University, etc.

Skills: Unity, C#, TypeScript, React, Node.js

Software Developer (Freelance) Nov 2019 – Present [Gabi Education Limited](#)

Built 7 educational games and software including over 60 mini games, integrating ChatGPT, speech-to-text, etc., serving over 1,000 students in schools.

Processed the data and built a web-based platform for game data management, enabling teachers to visualize the data.

Skills: Unity, C#, Java, JavaScript, React, PHP, Firebase

Associate Frontend Engineer - Unity May 2022 – Jun 2023 [Playstudios Asia Limited](#)

Developed internal tools to streamline working processes, such as an asset pipeline, that reduced the release cadence of a slot game from 5 weeks to 2 weeks.

Implemented a cheat panel within the game to facilitate debugging for QA and developers.

Automated testing programs for the backend of a slot game.

Created spreadsheets with Apps Script to convert designed content from product owner into a developer-friendly format.

Enhanced existing core features and implemented new features for a social casino slot game, including a level milestone system based on the existing level system.

Skills: Unity, C#, Lua, Python, TypeScript, .NET, Agile working (hybrid approach combining Scrum and Kanban)

Working Experience

Associate Game Engineer - Unity

Oct 2021 – Apr 2022

Playstudios Asia Limited

Developed engaging game content for social casino slot games, including integrating live operations events and implementing sales blockers and events designed specifically for newly released slot games.

Skills: Unity, C#, Lua, Agile working (Kanban)

XR Software Developer

Jun 2020 – Oct 2021

Eteam Entertainment Limited

Developed XR interactive software and games for clients as a solution provider.

Created 4 VR games integrating multiplayer, voice chat, Arduino, and other features.

Designed and developed 6 AR room escape games, applications, and filters using image, body tracking, and facial tracking technologies.

Developed 3 MR applications.

Designed and developed 7 interactive games integrating Kinect and Arduino.

Utilized multiple devices during development, including Oculus Quest, Oculus Go, HoloLens, Nreal, Kinect, etc.

Skills: Unreal Engine, C++, Unity, C#, SparkAR, JavaScript

VR/AR Game Developer (Internship)

Jun 2019 – Aug 2019

Versitech Limited

Developed 2 VR mini games for mobile platforms as an attraction point in a scientific exhibition.

Built 1 VR prototype that connected with a pulse rate sensor to the game.

Skills: Unity, C#, Java

Education

The University of Hong Kong

Bachelor of Engineering (Computer Science)

Sep 2016 – Jun 2020

Newcastle University

UG Exchange Students in COMP Non-Erasmus

Sep 2018 – Jan 2019

Invited Presentations

Career in STEM: Programming Games, Programming a Future Career

Girls Go Tech, The Women's Foundation Limited

Aug 2022

To encourage underprivileged girls to pursue STEM education and career, specifically in game development.