

# CHUN Sin Ying, Sarah

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📁 <https://chun0119.github.io/>

## Working Experience

### **Playstudios Asia Limited (Hong Kong)**

#### Associate Frontend Engineer

Since 5/2022

*Enhanced the existing core features and built the new features for a social casino slot game*

*Supported any needs from the live operations team*

*Built internal tools and wrappers to optimize and automate the working process*

#### Associate Game Engineer

10/2021 – 4/2022

*Built entertaining mobile game content with Unity, C# and Lua*

*Handled live operations of the game*

*Built internal tools and wrappers to optimize and automate the working process*

### **CanvasLand Metaverse Production Limited (Hong Kong)**

#### Game Developer (Freelance)

Since 8/2022

*Built Metaverse with Unity and C#, Three.js, Decentraland and TypeScript, etc.*

*Used cloud service with PostgreSQL, MongoDB and Node.js for building the backend of the game*

*Used cloud service for hosting multiplayer service*

*Used third-party plugin supporting voice chat and avatar system*

### **Gabi Education Limited (Hong Kong)**

#### Software Developer (Part-time and Freelance)

Since 11/2019

*Built educational games with Unity and C#, Android Studio and Java*

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

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

### **Eteam Entertainment Limited (Hong Kong)**

#### XR Software Developer

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.*

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## Additional Working Experience

### **Versitech Limited (Hong Kong)**

VR/AR Game Developer (Internship)

6/2019 – 8/2019

### **Fundroots Software Creative Limited (Hong Kong)**

Frontend Web Developer (Part-time)

3/2018 – 8/2018

### **iLearners Hong Kong Limited (Hong Kong)**

Programmer (Part-time)

1/2018 – 4/2018

## Invited Presentations

### **Career in STEM: Programming Games, Programming a Future Career**

Girls Go Tech, The Women's Foundation Limited

8/2022

To encourage underprivileged girls to pursue STEM education or even career, specified in game development

## Technical Experience

**Game Engine:** Unity, Unreal Engine, SparkAR

**Programming Languages:** C#, C++, JavaScript, PHP, Lua, Python, Java, HTML5, TypeScript

**Web Frameworks:** React, Angular, Bootstrap, Vue, Django, jQuery

**Cloud Services:** AWS, Photon, Firebase

**Database:** MySQL, Firebase Cloud Firestore, Firebase Realtime Database, MongoDB, PostgreSQL

## 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, a native Android application that tries to tackle the mental health issues of students

### **Nominee of The 2nd Engineering InnoShow**

The University of Hong Kong

12/2019

By the project of Hexplore Fort, an AR adventure mobile with a Hexapod

By the project of Drift Bottle, a native Android application that tries to tackle the mental health issues of students

### **Second Runner Up of hackUST 2017**

Hackathon at HKUST

4/2017

On the topic of healthcare (creativity)