CHUN Sin Ying, Sarah

✉ sarah.chun.0119@gmail.com ☎ +1 (236) 971-0699

💼 https://chun0119.github.io/

💻 Working Experience

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

Playstudios Asia Limited (Hong Kong)

Associate Frontend Engineer

5/2022 – 6/2023

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

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)