

CHUN Sin Ying, Sarah

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☎ +1 (236) 971-0699

📁 <https://chun0119.github.io/>

Eligible holder of Open Work Permit // Available immediately // Richmond, BC // Remote // Relocate

Objective: A Game Developer aiming to utilize my experience in Game Development to excel in the next role.

Highlighted Qualification:

- 4 years of experience in Game Development
- Proficient in Unity, C#
- Fast learner to adopt any new technologies
- Multilingual; Fluent in English, Mandarin, Cantonese

Technical Experience

Hands-on Experience: Mobile game, XR development, Body Tracking Interactive game, ChatGPT integration, Web3 integration, Multiplayer, Voice Chat integration, Avatar system integration, Metaverse development

Game Engine: Unity, Unreal Engine

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

Working Experience

Game Developer (Freelance) - CanvasLand Metaverse Production Limited (Hong Kong)

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, third-party plugin supporting web3, voice chat and avatar system

Software Developer (Part-time and Freelance) - Gabi Education Limited (Hong Kong)

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

Associate Frontend Engineer (Unity) - Playstudios Asia Limited (Hong Kong)

5/2022 – 6/2023

Enhanced the existing core features and built the new features for a social casino slot game with Unity and C#

Supported any needs from the live operations team

Built internal tools to optimize and automate the working process, including Python, editor tool, App Script, etc.

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Working Experience

Associate Game Engineer - Playstudios Asia Limited (Hong Kong)

10/2021 – 4/2022

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

Handled live operations of the game

XR Software Developer - Eteam Entertainment Limited (Hong Kong)

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.

VR/AR Game Developer (Internship) - Versitech Limited (Hong Kong)

6/2019 – 8/2019

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

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; AND 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)