

CHUN Sin Ying

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📁 <https://chunoi19.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

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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Working Experience

Versitech Limited (Hong Kong)

VR/AR Game Developer (Internship)

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

Fundroots Software Creative Limited (Hong Kong)

Frontend Web Developer (Part-time)

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

iLearners Hong Kong Limited (Hong Kong)

Programmer (Part-time)

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

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, Firestore, 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

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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

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)