

CHUN Sin Ying

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📁 <https://chun0119.github.io/>

Working Experience

XR Software Developer

Eteam Entertainment Limited

Since 6/2020

Built AR/VR/MR interactive software and games with Unity and C#, Unreal and C++, SparkAR, 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.

Collaborated with team where animator, graphic designer, game designer and sound expert are involved

Unity Software Developer (Part-time)

Gabi Education Limited

11/2019 – 6/2020

Built educational games with Unity and C#

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

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

Collaborated with graphics designer to build an interactive game interface

VR/AR Game Developer (Internship)

Versitech Limited

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

Frontend Web Developer (Part-time)

Fundroots Software Creative Limited

3/2018 – 8/2018

Built a web-based trading platform frontend with Angular and Typescript

Collaborated with UI/UX design team and backend team to model features, provide interactive user interface and retrieve data from MongoDB

Programmer (Part-time)

iLearners Hong Kong Limited

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

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Technical Experience

Game Engine: Unity, Unreal Engine, SparkAR

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

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

Cloud Services: AWS, Photon, Firebase

Database: MySQL, Firestore

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

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)

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