

Sarah Chun (Sin Ying)

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🏠 Richmond, BC

Holder of Open Work Permit in Canada

Game Developer

Over **5 years of experience** building games, interactive experiences, and internal tools across mobile, XR, and metaverse platforms. Thrive in fast-paced environments, quick to learn new stacks, and highly adaptable across project scopes. Specialize in rapid prototyping and streamlining workflows through custom tools and automation.

Professional Experience

Intermediate Game Developer

Oct 2023 – Present

Fluffy Dog Studio LTD

- Contributed to **2 published mobile games** in **Unity/C#/Lua** featuring Neopets IP: *Neopets: Tales of Dacardia* and *Neopets: Faerie Fragments* with over **100K+ downloads**
- Developed **5 internal tools** to streamline workflows and boost cross-team efficiency
- Delivered **2 rapid prototypes** for unannounced projects, accelerating early-stage concept validation
- *Skills: Unity, C#, Lua, JavaScript, TypeScript, Agile (Scrum)*

Freelance Software Developer

Nov 2019 – Present

Gabi Education Limited

- **Sole full-stack developer** of 10+ educational games and software, including 60+ mini-games used in classrooms by **1K+ students**
- Integrated APIs like **ChatGPT** and **Speech Recognition** to enrich gameplay interactivity
- Built custom **web-based management system** for real-time data management and visualization
- Created multiple **Python scripts** to analyze gameplay metrics and user behavior
- *Skills: Unity, C#, Android Studio, Java, JavaScript, Python, React, PHP, Firebase, AWS, MySQL*

Freelance Game Developer

Aug 2022 – Aug 2024

CanvasLand Metaverse Production Limited

- Led **full-stack development** of **8 client-facing metaverses** across finance, education, and hospitality
- Integrated advanced tech stacks using **Unity, Unreal, Decentraland, Spatial, Three.js**, and others
- Integrated **multiplayer, voice chat, and avatar systems** using Photon, Agora, and Ready Player Me; implemented **Web3 wallet** features using thirdweb
- *Skills: Unity, C#, Unreal Engine, Blueprint, VR, JavaScript, TypeScript, React, Node.js, AWS, MongoDB*

Associate Frontend Engineer (Unity)

Oct 2021 – Jun 2023

Playstudios Asia Limited

- Enhanced and expanded **core game features** in **Unity/C#** for *myVEGAS Slots*, a top-performing social casino mobile game with over **10M+ downloads**, including implementing a level milestone system
- Contributed to **live operations events** in **Unity/Lua**, integrating new slot games, sales blockers, and special event content to drive user engagement
- Built **7 internal tools** that accelerated slot game releases (from **5 to 2 weeks**) and enhanced overall team efficiency
- Built **backend testing tools** and **automated content converters** to streamline collaboration with product teams
- *Skills: Unity, C#, Lua, Python, JavaScript, TypeScript, .NET, Agile (hybrid approach combining Scrum and Kanban)*

XR Software Developer

Jun 2020 – Oct 2021

Eteam Entertainment Limited

- Developed **20 XR applications and games** across platforms including VR (4), AR (6), MR (3), and interactive games (7)
 - Deployed on **diverse devices** such as Oculus Quest/Go, HoloLens, Nreal, and standard mobile/PC
 - Integrated advanced tech stacks across **Unity, Unreal, SparkAR, Arduino**
 - Integrated **cloud and spatial services** like AWS, Photon, Azure Spatial Anchors, Vivox voice chat, and Kinect/Cubemos body tracking
 - *Skills: Unreal Engine, C++, Blueprint, Unity, C#, Spark AR, JavaScript, VR, AR, MR*
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Education

Bachelor of Engineering (Computer Science)

Sep 2016 – Jun 2020

The University of Hong Kong

UG Exchange Students in COMP

Sep 2018 – Jan 2019

Newcastle University

Speaking Engagements

Career in STEM: Programming Games, Programming a Future Career

Aug 2022

Girls Go Tech, The Women's Foundation Limited

- Invited speaker encouraging underprivileged girls to pursue STEM and game development careers