

Gordon Su

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Education

Western University, London, Ontario September 2023-April 2027 (Expected)

Bachelor of Science (Honours), Computer Science, Minor in Software Engineering

- Dean's Honour List (2023, 2024)
- GPA (Computer Science Courses): 3.95/4.0

Professional Experience

Software Department Intern, DENTMATE Technology Co., Ltd June 2025-Present

- Developed and optimized internal tool software to improve workflow efficiency and support product development.
- Conducted software function testing, debugging, and validation to ensure product reliability and quality.
- Authored comprehensive technical documentation for internal software tools.
- Designed UI diagrams and translated UI elements for the P53 dental curing device.
- Developed and managed forms using Google Forms and Notion to enhance team collaboration.

Skills

- **Programming Languages:** Python, Java, C, JavaScript, PHP, HTML/CSS, MySQL, VBA
- **Tools & Technologies:** Blender, Affinity Photo, Unix/Linux, Oracle VirtualBox, Google Apps Script, Figma, Notion, Microsoft Excel, Windows Subsystem for Linux (WSL)
- **Game Development:** Godot Engine (2D/3D game development, shader scripting)
- **Languages (Spoken):** English (Native), Chinese (Mandarin) (Native), Japanese (Fluent)

Projects

- More projects available at: programmers.github.io

Procedural Animation Project Solo Developer | Godot, Blender

- Designed and developed a 3D game featuring procedural animation systems.
- Implemented movement animations and advanced item interaction mechanics.

Super Shrink Customizer Solo Developer | January 2025 | Godot, Blender

- Built a character-customization game in 24 hours for GDS Micro Game Jam 2025.
- Created assets and mechanics for hairstyle, eyes, hats, and accessories.
- Optimized the game for Android compatibility.

Team 10s Pet Den Gameplay Developer | February March 2025 | Java, Java Swing

- Collaborated in a five-member team to develop a desktop game from scratch.
- Implemented core gameplay logic and user interface components.

Projects (continued)

Gurren *3D Modeler* | March 2024 | Blender, Unreal Engine

- Modeled enemy and obstacle assets for a three-member platformer project in LoJam x GDS 2024.
- Collaborated on gameplay design and asset creation.

Space-Themed Website *Web Developer* | November 2024 | HTML, CSS, JavaScript, Affinity Photo

- Designed and coded a responsive space-themed website for a multimedia course final project.

Competitions

- Ubisoft NEXT (Winter 2023/24): Competed in Ubisoft premier student competition for game design and development.
- LoJam Game Jam (March 2024, March 2025): Developed games within one-week sprints, focusing on gameplay mechanics and team collaboration.
- GDS Micro Game Jam (January 2025): Rapidly prototyped a 2D game using Godot, emphasizing gameplay loop and visual design.

Leadership & Extracurricular Experience

- **Finance Executive**, Tea Club October 2024- April 2025
Managed budgeting and event coordination for a university social club.
- **Member**, Game Design Society 2023- Present
Participated in workshops, game jams, and peer game reviews.

References

- Available upon request.