Gordon Su

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EDUCATION

Western University   London, Ontario
Bachelor of Science (Computer Science Honours), Minor in Software Engineering   *Sept. 2023 – Apr. 2027*

EXPERIENCE

Software Department Intern   June – Aug. 2025
DENTMATE Technology Co., Ltd   *New Taipei City, Taiwan*
- 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 dental curing devices
- Developed and optimized internal tool software to improve workflow efficiency and support product development
- Developed and managed forms using Google Forms and Notion to enhance team collaboration

PROJECTS

Procedural Animation Project | *Godot, Blender, Git*   Mar. 2020 – Present
- Designed and developed a 3D game featuring procedural animation systems
- Implemented movement animations and advanced item interaction mechanics

Team 10s Pet Den | *Java, Java Swing, Git*   Feb. – Mar. 2025
- Collaborated in a five-member team to develop a desktop game from scratch
- Implemented core gameplay logic and user interface components

Super Shrink Customizer | *Godot, Blender, Android SDK*   Jan. 2025
- Built a character-customization game in 24 hours for GDS Micro Game Jam 2025
- Created assets and mechanics for hairstyle, eyes, hats, and accessories
- Ensured the game was compatible with Android devices

EXTRACURRICULARS

Events Executive | *Tea Club*   Sept. 2025 – Apr. 2026
- Set up events and worked with other executives to ensure events ran smoothly
- Planned events for the club

Finance Executive | *Tea Club*   Sept. 2024 – Apr. 2025
- Set up events and worked with other executives to ensure events ran smoothly
- Managed the finances for the club

Member | *Tea Club*   Sept. 2023 – Apr. 2024
Member | *Game Design Society*   Sept. 2023 – Apr. 2026

COMPETITIONS

LoJam x GDS Game Jam   Mar. 2024, Mar. 2025
- Developed games within one-week sprints, focusing on gameplay mechanics and team collaboration

GDS Micro Game Jam   Jan. 2025
- Developed games within two days, focusing on gameplay mechanics

Ubisoft NEXT   Oct. 2023 – Jan. 2024
- Competed in Ubisoft premier student competition for game design and development

TECHNICAL SKILLS

Languages: Java, Python, C, MySQL, JavaScript, HTML/CSS, PHP, VBA
Tools + Technologies: Git, VS Code, Godot, Blender, Affinity Photo, Unix/Linux, Google Apps Script, Figma, Notion
Spoken Languages: English, Chinese (Mandarin), Japanese