Samuel Coa

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CAREER OBJECTIVE

I am a 5th-year Software Engineering student studying at the University of Technology Sydney. I am well-organised, have a great passion for gaming, and am always seeking to improve my skills. I am currently seeking a role to which I can apply my software and game development skills, and to gain invaluable work experience in the industry.

PORTFOLIO

Please visit my personal website linked at the top of this resume to view my software and games portfolio.

EDUCATION

Bachelor of Engineering (Honours)   Feb 2021 - Dec 2025
Diploma in Professional Engineering Practise   (expected)
University of Technology Sydney

Major in Software
- Current GPA 6.32 | Current WAM 82.48

TECHNICAL SKILLS

Programming	C#, Java, C++, JavaScript, .NET Framework, HTML, CSS, Three.js, Node.js, Navisworks API
Software	GitHub, GitHub Desktop, Unity Game Engine, Aseprite, Figma, Navisworks
Project Management	Jira, Confluence, Trello, HacknPlan

INTERPERSONAL SKILLS

Teamwork   Demonstrated great teamwork skills through various projects where I collaborated with others to develop software and games, employing software Agile methodologies   through the Scrum and Kanban frameworks.

Leadership   Currently leading a game development team of over 35 people for Playmakers Development Team. Also led a team of engineers to develop a software product during my internship at Optik Engineering Consultancy.

Problem Solving   Displayed effective problem solving abilities through software and game development experiences.

Communication   Demonstrated good communication through stakeholder elicitation as a software engineer intern, game designer and producer.

EXPERIENCE

Producer   May 2024 - Present
Playmakers Development Team, Sydney, Australia
- Leading a team of over 35 students to develop a 2.5D game in Unity.
- Coordinating art, audio, design, marketing, programming, and quality assurance teams with Agile methodologies through Scrum and Kanban frameworks.
- Ensuring sprint goals are met and development phases are completed in time.
- Fostering a healthy work environment through 1-on-1 meetings with team members.

Game Designer   Jul 2023 - May 2024
Playmakers Development Team, Sydney, Australia
- Collaborated with a team of over 20 students to develop Armless Samurai, a 3D Unity game that was released on Steam in May 2024.
- Designed core mechanics and created a Game Design Document.
- Designed levels and created blockouts/greyboxes in Unity using ProBuilder.
- Worked closely with programming, art, audio, quality assurance, and marketing teams to ensure the vision for the game is consistent.

Software Engineer Intern   Nov 2023 - Feb 2024
Optik Engineering Consultancy, Sydney, Australia
- Led a team of software and mechanical engineers to create a software plugin for Autodesk Navisworks that will be used internally by the Hilti Corporation.
- Engaged in weekly client meetings and conducted stakeholder elicitation.
- Applied Agile methodologies and Scrum to deliver features each sprint.

VOLUNTEERING

Secretary   Jan 2024 - Present
Playmakers, Sydney, Australia
- Playmakers is a game development club at UTS with over 200 members.
- Planning and organising club events including workshops, game jams and seminars from guest speakers.
- Working with UTS faculty to promote game development and design.

AWARDS

SXSW Sydney 2024 - Best Student Game	Oct 2024
UTS Tech Festival 2024 - Game Jam: Best Game Overall	Jun 2024
UTS Tech Festival 2024 - Games Showcase: People's Choice Award	Jun 2024
SXSW Sydney 2023 - Best Student Game	Oct 2023
UTS Tech Festival 2023 - 48hr Game Jam: Most Innovative Voice-comms Mechanic	Jun 2023
UTS Tech Festival 2023 - Games Showcase: Best Game from Game Design Methodologies	Jun 2023
UTS Tech Festival 2023 - Games Showcase: People's Choice Award	Jun 2023

REFERENCES

Available on request.