

Sabrina 'Bree' Cooke

GAME PROGRAMMER

CONTACT

- +64 21 180 2667
- SabrinalCooke@gmail.com
- Otaūahi, New Zealand.
- [LinkedIn](#)

EDUCATION

UNIVERSITY OF CANTERBURY

Bachelor of Product Design
Applied Immersive Game Design
2023

UNIVERSITY OF CANTERBURY

Certificate in University Preparation
2020

CAREER HIGHLIGHTS

Team Leadership: Throughout various university projects to create positive, efficient workspaces for the team.

Joint XR Workshop: Participating in the International XR Workshop in 2023 as a junior developer to create an applied VR experience.

Creating Community: Co-leading Game Dev Society to create a unique and diverse community of developers.

EXPERTISE

- MOTION CAPTURE
- IMMERSIVE DESIGN
- ACCESSIBLE DESIGN

PROFESSIONAL SUMMARY

Graduate student with a passion for developing immersive and accessible entertainment with a focus on virtual reality and motion capture systems. I've experienced industry development and how important time-saving techniques, routines, and culture are to the overall success of teams. Prioritizing people has been a cornerstone of my professional life, as I strive to create positive environments around me.

EXPERIENCE

CEREBRAL FIX – Otaūahi, New Zealand.

Summer R&D Intern, 11/22 — 02/23

Using *Unreal Engine 5* to create an immersive real-time motion-capture entertainment system in a professional environment.

- The internship was granted as part of the *Callaghan Innovation Scholarship* which grants 400 hours.
- The system used depth-cameras for motion capture to create a peripheral-free full-body-tracking game.
- Accessible Design was a challenge overcome that required the system to be inclusive of all abilities during motion capture.
- AI was integrated into critters in the game, allowing players to pick-up and play with them on screen via gesture control.
- Regular development rituals such as stand-up, retrospectives, and 1-on-1's were prioritized to create an efficient culture.

KEY SKILLS

Design Knowledge

- MDA Framework
- Critical Analysis
- Rapid Prototyping
- Immersive Design

Leadership

- Project Management
- Workload Facilitation
- Focus on Wellbeing
- Client Communication

Agile

- Sprint Planning
- Retrospective & Post-Mortems
- Risk Mitigation
- Playtesting Organization

VOLUNTEER

GAME DEV SOCIETY

Vice-President

02/23 > 12/24

GAME DEV SOCIETY

Social Media Coordinator

10/21 > 02/23

School of Product Design

Year Representative

02/21 > 11/23

Equity and Disability Services

Note-Taker

02/21 > 11/23

EXPERIENCE CONTINUED

UNIVERSITY OF CANTERBURY – Otaūtahi, New Zealand.

Peer Assisted Learning Sessions (PALS) Leader, 07/23 — 11/23

Facilitating first-year student wellbeing and engagement through providing supplementary sessions to help student success.

- I was selected to be a PALS leader as I was a student who had excelled in the course.
- Running additional sessions and tutoring students with coursework and providing wellbeing support.

Coordinating with course coordinators to ensure the student experience is streamlined, and concerns are raised and fixed to perfect the student experience.

SCHOOL OF PRODUCT DESIGN – Otaūtahi, New Zealand.

School Ambassador, 02/22 — 11/23

Visiting and talking to high school students interested in game design to create engagement and spark interest in the university degree.

- School visits to multiple schools which included public speaking to large groups of students.
- Providing student examples of games to create a tangible visual of what the course can help students achieve.
- Coordinating with school leadership to organize school visits.

SCHOOL OF PRODUCT DESIGN – Otaūtahi, New Zealand.

AIGD Social Media Coordinator, 02/22 — 11/22

Responsible for creating an online presence on Instagram and exploring the effectiveness of Facebook and TikTok.

- Creating photographic and video content that showcases the Applied Immersive Game Design Degree.
- Exploring the statistics of engagement on social media to determine the effectiveness of each site.

TRAINING

SCHOOL OF PRODUCT DESIGN – Otaūtahi, New Zealand.

- Game Engines: Unreal Engine, Unity.
- Platforms: Mobile, PC, VR.
- Agile Methodology
- Client Communication.
- Team Lead / Production
- Production Routines.
- Motion Capture.
- Iterative Prototype Development.
- Research & Development.
- Critical Thinking.
- Video Game / Competitor Analysis.