

# Sabrina 'Bree' Cooke

GAME PROGRAMMER & DESIGNER

## CONTACT

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- Ōtautahi, New Zealand.
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## 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 and winning 'Best Events Programme' for our Game Jam series.

## EXPERTISE

- MOTION CAPTURE
- IMMERSIVE DESIGN
- ACCESSIBLE DESIGN

## PROFESSIONAL SUMMARY

Industry Junior 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 for myself and others.

## EXPERIENCE

### CEREBRAL FIX – Ōtautahi, New Zealand.

*Junior Developer, 12/23 — Current*

Using *various game engines to create experiences across genres and fidelity, primarily in a programming role.*

- Developing and launching Skyline Virtual Luge, an Unreal Engine 5 high-fidelity multiplayer racing game with custom simulator hardware.
- Working with Unreal Engine 5 Pixel Streaming to develop an unreleased experience capable of running on any device
- Rapidly prototyping experiences for various platforms and technologies, including Apple Vision Pro.

### CEREBRAL FIX – Ōtautahi, 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.

- Using depth-cameras for motion capture to create a full-body-tracking game.
- Creating a gameplay system that was accessible and inclusive for different needs.
- Developing AI controlled critters that players could pick-up and play with them on screen via motion captured gesture control.

# KEY SKILLS

## Design & Development 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** – Ōtautahi, 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** – Ōtautahi, 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.

# TRAINING

**SCHOOL OF PRODUCT DESIGN** – Otaūtahi, New Zealand.

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