GABRIELLE TAN SUAN CHOO

STUDENT

✉ *g.tan@digipen.edu* ☐ +65 9710 9929 **in** *gabrielle-tan-suan-choo* ☐ *www.gtsc.dev*

SUMMARY

- Experienced in developing custom game engines.
- Experienced in using version control such as GitHub and SVN.
- Experienced in both back end and front end programming.
- Experienced in working in a multidisciplinary environment.
- Experienced in team management.
- Good with team communications.
- Good at conflict resolution.

SKILLS

Programming Languages
- C++
- C#
- C

Applications
- Visual Studio 2019
- Unity
- Unreal Engine

Soft Skills
- Problem Solver
- Communicator
- Team Player

EXPERIENCES

EDUCATION

Digipen Institute of Technology Singapore   *Aug 2017 – Aug 2021*
Bachelor of Science in Computer Science & Game Design

EMPLOYMENT

Digipen Institute of Technology Singapore, *Teaching Assistant, Singapore*   *Sept. 2018 – Apr. 2019*
- Teaching Assistant at the Academic Support Centre
- Grader for CS120 High-Level Programming I: The C Programming Language

PROJECTS

EOS   *Aug. 2019 – Apr. 2020*
Link: *games.digipen.edu/games/eos*
Role: Producer & Engine Programmer
- Implemented skinned mesh renderer and bone animations.
- Implemented 3D assets converter using Assimp.
- Implemented various engine utilities such as property reflection and de/serialisation.
- Handled conflict resolution between teammates.
- Communicating and liaising between both the design and technical team.
- Organising documentations required for submissions and guides for designers.
- Planning backup plans and next steps when hiccups are faced.

Chain of Jewels   *May. 2019 – July. 2019*
Link: *www.gtsc.dev/assets/chain_of_jewels/showcase.mp4*
Role: UI Designer
- Created personas and survey research to identify fitting design choices.
- Designed wireframes with different levels of fidelity to showcase concepts.
- Designed high fidelity mock-ups for UI layouts.
- Created a prototype using Unity to test the UI flow.

EXPERIENCES

PROJECTS

Dynamo *Aug. 2018 – Apr. 2019*
Link: *games.digipen.edu/games/dynamo*
Role: Graphics Programmer & Technical UI Designer
- Implemented a 2D graphics system using the OpenGL API.
- Implemented font atlas generator and textbox tools.
- Implemented UI tools such as UI Canvas and anchors.
- Designed and implemented in-game and menu UIs.
- Communicated with designers and artists to ensure their design visions a brought to fruition.

The Book of Acramentum *Jan. 2018 – Apr. 2018*
Link: *games.digipen.edu/games/the-book-of-acramentum*
Role: Game Designer
- Created concept sketches and gifs for idea pitching.
- Designed and implemented the levels.
- Designed the various enemy AI behaviours.
- Designed and implemented in-game UI.
- Implemented some of the in-game art assets.
- Liaised with gameplay programmer on the expected behaviours and how to implement them.

AWARDS

Winner, Claude Comair Grand Prize for Game of the Year, 1st Place, *Oct. 2020*
Digipen Institute of Technology Singapore
EOS

Finalist, Best Junior Game, *Oct. 2020*
Digipen Institute of Technology Singapore
EOS

Finalist, Best Junior Technology, *Oct. 2020*
Digipen Institute of Technology Singapore
EOS

Finalist, Best Sophomore Technology, *Apr. 2019*
Digipen Institute of Technology Singapore
Dynamo

Finalist, Continental Automotive Singapore Best 2D Graphics Technology, *Apr. 2019*
Digipen Institute of Technology Singapore
Dynamo