GABRIELLE TAN SUAN CHOO

STUDENT

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SUMMARY

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

SKILLS

Programming Languages
- o C++
- o C#
- o C

Applications
- o Visual Studio 2019
- o Unity
- o Unreal Engine

Soft Skills
- o Problem Solver
- o Communicator
- o 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*
- o Teaching Assistant at the Academic Support Centre
- o 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
- o Implemented skinned mesh renderer and bone animations.
- o Implemented 3D assets converter using Assimp.
- o Implemented various engine utilities such as property reflection and de/serialisation.
- o Handled conflict resolution between teammates.
- o Communicating and liaising between both the design and technical team.
- o Organising documentations required for submissions and guides for designers.
- o Planning backup plans and next steps when hiccups are faced.

Chain of Jewels   *May. 2019 – July. 2019*
Link: *xxgtscxx.github.io/assets/chain_of_jewels/showcase.mp4*
Role: UI Designer
- o Created personas and survey research to identify fitting design choices.
- o Designed wireframes with different levels of fidelity to showcase concepts.
- o Designed high fidelity mock-ups for UI layouts.
- o 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
- o Implemented a 2D graphics system using the OpenGL API.
- o Implemented font atlas generator and textbox tools.
- o Implemented UI tools such as UI Canvas and anchors.
- o Designed and implemented in-game and menu UIs.
- o 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
- o Created concept sketches and gifs for idea pitching.
- o Designed and implemented the levels.
- o Designed the various enemy AI behaviours.
- o Designed and implemented in-game UI.
- o Implemented some of the in-game art assets.
- o 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