



GABRIELLE TAN SUAN CHOO

STUDENT

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🌐 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

Ubisoft Singapore, Technical Design Intern, Singapore

Jan. 2021 – July. 2021

- Worked with the art and animation team to help with realisation.

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.

PROJECTS

Chain of Jewels

May. 2019 – July. 2019

Link: qtsc.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.

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.

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