



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

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.

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.

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*