GABRIELLE TAN SUAN CHOO

TECHNICAL DESIGNER

BASIC INFO

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Singapore

gabrielle-tan-suan-choo

https://xxgtscxx.github.io/index.html

SKILLS

Programming Languages	C++, C#, C
Software	Visual Studio 2019, Unity, Unreal Engine 4
Soft Skills	Problem Solver, Communicator, Team Player

SUMMARY

Through my education in Digipen, I was given the opportunity to develop custom game engines in small teams and use them to design 2D and 3D games. These experiences have taught me the importance of communicating with the team and ensuring the readability of my code. It has also given me the opportunity to build my debugging and template programming skills.

EDUCATION

Digipen Institute of Technology Singapore 2017 – Present

Bachelor of Science in Computer Science and 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

Role: Backend Programmer

- Used Assimp to implement a converter that converts 3D assets to engine format.
- Implemented property reflection system.
- Implemented skinned mesh renderer and bone animations.
- Implemented prefab system.
- Implemented serialiser and deserialiser.

Dynamo Aug. 2018 – Apr. 2019

Link: *https://games.digipen.edu/games/dynamo*

Role: Graphics Programmer, Technical UI Designer

- Implemented 2D Graphics System using the OpenGL API.
- Implemented font atlas generator.
- Implemented DDS loader.
- Implemented UI tools and in game UI/UI art.

AWARDS

Finalist, Continental Automotive Singapore Best 2D Graphics Technology, Apr. 2019

Digipen Institute of Technology Singapore

Dynamo