

Sin Ying Chun (Sarah)

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🏠 Richmond, BC

Eligible holder of Open Work Permit

Summary

- Over 4 years of experience in game development, proficient in Unity and C#, and experienced with Unreal and C++.
- Experienced in working under Agile Methodologies.
- Demonstrated ability to identify the needs of fellow colleagues and develop internal tools to assist them.
- Self-disciplined working attitude and able to work under stress to meet tight deadlines.

Working Experience

Intermediate Game Developer

Oct 2023 – Present

Fluffy Dog Studio LTD

- Building a mobile game
- **Skills: Unity, C#**

Game Developer (Freelance)

Aug 2022 – Present

CanvasLand Metaverse Production Limited

- Built 6 metaverses integrating multiplayer, voice chat, avatar system, web3, etc., for clients as a solution provider.
- Clients include Citibank Citi Global Wealth Center, Dah Sing Bank, The Hong Kong Polytechnic University, etc.
- **Skills: Unity, C#, TypeScript, React, Node.js**

Software Developer (Freelance)

Nov 2019 – Present

Gabi Education Limited

- Built 7 educational games and software including over 60 mini games, integrating ChatGPT, speech-to-text, etc., serving over 1,000 students in schools.
- Processed the data and built a web-based platform for game data management, enabling teachers to visualize the data.
- **Skills: Unity, C#, Java, JavaScript, React, PHP, Firebase**

Associate Frontend Engineer - Unity

May 2022 – Jun 2023

Playstudios Asia Limited

- Enhanced existing core features and implemented new features for a social casino slot game - “myVEGAS Slots”, including a level milestone system based on the existing level system.
- Developed internal tools to streamline working processes, such as an asset pipeline, that reduced the release cadence of a slot game from 5 weeks to 2 weeks.
- Implemented a cheat panel within the game to facilitate debugging for QA and developers.
- Automated testing programs for the backend of a slot game.
- Created spreadsheets with Apps Script to convert designed content from product owner into a developer-friendly format.
- **Skills: Unity, C#, Lua, Python, TypeScript, .NET, Agile working (hybrid approach combining Scrum and Kanban)**

Working Experience

Associate Game Engineer - Unity

Oct 2021 – Apr 2022

Playstudios Asia Limited

- Developed engaging game content for “myVEGAS Slots”, including integrating live operations events and implementing sales blockers and events designed specifically for newly released slot games.
- **Skills:** Unity, C#, Lua, Agile working (Kanban)

XR Software Developer

Jun 2020 – Oct 2021

Eteam Entertainment Limited

- Developed XR interactive software and games for clients as a solution provider.
- Created 4 VR games integrating multiplayer, voice chat, Arduino, and other features.
- Designed and developed 6 AR room escape games, applications, and filters using image, body tracking, and facial tracking technologies.
- Developed 3 MR applications.
- Designed and developed 7 interactive games integrating Kinect and Arduino.
- Utilized multiple devices during development, including Oculus Quest, Oculus Go, HoloLens, Nreal, Kinect, etc.
- **Skills:** Unreal Engine 4, C++, Unity, C#, Spark AR Studio, JavaScript

VR/AR Game Developer (Internship)

Jun 2019 – Aug 2019

Versitech Limited

- Developed 2 VR mini games for mobile platforms as an attraction point in a scientific exhibition.
- Built 1 VR prototype that connected with a pulse rate sensor to the game.
- **Skills:** Unity, C#, Java

Education

The University of Hong Kong

Bachelor of Engineering (Computer Science)

Sep 2016 – Jun 2020

Newcastle University

UG Exchange Students in COMP Non-Erasmus

Sep 2018 – Jan 2019

Invited Presentations

Career in STEM: Programming Games, Programming a Future Career

Girls Go Tech, The Women's Foundation Limited

Aug 2022

- To encourage underprivileged girls to pursue STEM education and career, specifically in game development.