

Sarah Tan

Gameplay programmer | tan.sh.sarah@gmail.com | sarahtan.sg

Education

Entertainment Technology Center (ETC) Aug '15 – Dec '16
Carnegie Mellon University (CMU), Pittsburgh, PA
 Master of Entertainment Technology, QPA of 3.73 out of 4

School of Computing (SoC) Aug '11 – Dec '14
National University of Singapore (NUS), Singapore
 Bachelor of Computing in Communications and Media (Second Upper)

Skills

Programming Languages: C#, C, Java **Software:** Unity3D, GitHub, Adobe Premiere Pro and After Effects, GIMP, Perforce

Experience

Gameplay Engineer, Against Gravity Corp., Seattle, WA Feb '17 – Present
 • Program and design core gameplay features for Rec Room, a social virtual reality (VR) game

Head Teaching Assistant (TA), Carnegie Mellon University, Pittsburgh, PA Aug '16 – Dec '16
 • Managed 79 graduate students with a team of 12 TAs for the interdisciplinary **Building Virtual Worlds (BVW)** class
 • Set up, maintained and kept track of all platforms, such as Oculus Rift, and organized teaching workshops for the students
 • Provided feedback to students to support their learning, in terms of technical, design and especially interpersonal advice

Game Developer Intern, Dog on a Horse, Brooklyn, NY May '16 – Aug '16
 • Worked as the sole developer on an infinite runner mobile game in Unity3D, with the Infinite Runner Engine package
 • Brainstormed gameplay and monetization features, scoped out development and future expansions plan for the game
 • Programed and designed the game to procedurally generate terrain which is random, yet passable and fun to play

Creative Technology Intern, Metalworks by Maxus, Singapore Jan '15 – Jul '15
 • Researched and developed a prototype virtual reality app (360° video player) for Google Cardboard, Oculus Rift DK2, and Samsung Gear VR with hand gesture interaction using the Leap Motion and Unity3D

School Projects

Give Me Your Gun, ETC, Generalist Jan '16 – May '16
 • Worked in a team of 6 with the non-profit organization, Games for Change, to build an interactive theater game about gun ownership in America, which debuted at the **2016 Games for Change Festival** and was featured on **Kill Screen**
 • Designed and programmed the front end for 4 out of the 6 pages of the web interface for our game
 • Pitched potential ideas to the client, maintained the project website, wrote weekly updates, and organized meetings

External Projects

Honorable mention, Global Game Jam, Pittsburgh IGDA @ ETC Jan '16
Zero2Hero, Team leader and programmer
 • Created an 8-bit multiplayer game in 48 hours, which was showcased at **The Rec Room: Winter Games** (Feb '16), **PIGDA Arcade** (Jun-Jul '16), and **Art in Games and Games in Art** (Sep '16)
 • Programmed the combo manager for generating arrow key sequences and validating user input

Activities/Leadership

Vice President (Finance & External Relations), NUS Student's Computing Club Sep '12 – Aug '13
 • Managed 4 different subcommittees of over 30 people under the club's External Relations wing
 • Represented the students and liaised with faculty, external companies and other stakeholders of the club
 • Presented to a crowd of over a hundred prospective students and their family at **NUS Open Day 2013**