

# Sing J. Chen

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## OBJECTIVE

To find employment in the field of game development to further develop my software engineering skills.

## TECHNICAL SKILLS

### Programming Knowledge

- Proficient in OOP in C/C++, C#, Objective C, Java
- Platforms: Windows, iOS, Android, PlayStation Portable (Homebrew)
- Developed: Game Engines, Prototypes, Tools
- Knowledge in Unity

## WORK EXPERIENCE

### Programmer

(July 2011 – Present)

Beeline Interactive Canada, Inc. Toronto, Ontario, Canada

- Leads “The Smurfs’ Village” engineering team (iOS)
- Maintaining code base/third party libraries and adding new features
- Re-written core backend to game engine code
  - Save/Load/Memory allocation
- Creating code estimates and ensuring project milestones are achieved
- Communicating to production about technical problems that can affect scheduling
- Responsible for project submissions to iTunes Connect

### Motion Capture Technician

(Sept. 2008 – Apr. 2009)

Orbit Media International Corporation Ltd. Kowloon Tong, Hong Kong, China.

- Recorded motion capture data and applied them to rigged 3D models
- Documented a pipeline and tutorial of the process

### Research Assistant (Contract)

(May 2008 – Aug. 2008)

Faculty of Business and Information Technology, University of Ontario  
Institute of Technology. Oshawa, Ontario, Canada.

- Created tool used for generating a 3D polygon mesh from two source files

## EDUCATION

### Bachelor of Information Technology

(June 2009)

University of Ontario Institute of Technology,

Major: Information Technology, Specializing in Game Development

## PUBLICATIONS

J.S.Chen and A. Hogue 2008. Towards 3D Model Interoperability in Games. *Proceedings of the ACM FuturePlay 2008 International Conference on the Future of Game Design and Technology.*