

Sandra Koo

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Skills:

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|----------------------|-------------|--------------------|-------------|
| • C#/C++ | • SOAP/REST | • Autodesk Maya | • Adobe |
| • TypeScript/ES6/CSS | • Java | • Autodesk 3ds Max | Photoshop |
| • JavaScript/jQuery | • Python | • Blender | • Adobe |
| • Node.js | • Unity 5 | • Git | Illustrator |
| • React/Angular | • Unreal 5 | • PHP | • MySQL |

Experience:

Vretta Inc. February 2024 ~ Present

Software Developer

- Maintainer of the MathemaTIC web learning app for the Android and the iOS.
- Debugger, investigator, and optimizer with a diverse set of technologies, such as: Angular, React, HTML, CSS, JavaScript, Python, NodeJS, MySQL, Docker, AWS, Git, Haxe, OpenFL, ThreeJS.
- Conductor of code reviews, peer programming and discussion, and routine code clean up.
- Experienced in version control and quality coding standards
- Directed the design and management of internal tools catered to lesson designers, ensuring streamlined processes and efficient workflows for enhanced productivity

SOFTGAMES - Mobile Entertainment Services GmbH. May 2019 ~ February 2023

Game Developer

- Developed and maintained high-quality web games for Facebook, using PIXI JS, Phaser 2 CE, JavaScript ES6, and HTML/CSS for dynamic gameplay
- Collaborated with artists and programmers to optimize visual UI/UX using Adobe Photoshop, Illustrator, and TexturePacker, ensuring a polished user interface
- Boosted efficiency by developing internal tools for developers and level designers, utilizing Node.js, Electron, and Git for streamlined workflows
- Played a pivotal role in weekly Agile planning, contributing insights for effective team coordination and project execution

Education:

York University, June 2014

Bachelor of Arts with Specialized Honors in Digital Media

Related Project:

In One Piece — Main Developer