

Samuel Coa

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CAREER OBJECTIVE

I am a multi-award-winning game developer and software engineering student studying at the University of Technology Sydney. I am currently seeking a role to which I can apply my software and game development skills, and to gain invaluable work experience in the industry.

PORTFOLIO

My games and software can be found in my portfolio website here: <https://slival6.github.io/>

EDUCATION

Bachelor of Engineering (Honours)

Feb 2021 - Dec 2025

Diploma in Professional Engineering Practise

(expected)

University of Technology Sydney

Major in Software

- Current GPA 6.32 | Current WAM 82.48

TECHNICAL SKILLS

Programming	C#, Java, C++, JavaScript, .NET Framework, HTML, CSS, Three.js, Node.js, Navisworks API
Software	GitHub, GitHub Desktop, Unity Game Engine, Aseprite, Figma, Navisworks
Project Management	Jira, Confluence, Trello, HacknPlan

INTERPERSONAL SKILLS

Teamwork	Demonstrated great teamwork skills through various projects where I collaborated with others to develop software and games, employing software Agile methodologies through the Scrum and Kanban frameworks.
Leadership	Currently leading a game development team of 39 people for Playmakers Development Team. Also led a team of engineers to develop a software product during my internship at Optik Engineering Consultancy.
Problem Solving	Displayed effective problem solving abilities through software and game development experiences.
Communication	Demonstrated good communication through stakeholder elicitation as a software engineer intern, game designer and producer.

EXPERIENCE

Producer

May 2024 - Present

Playmakers Development Team, Sydney, Australia

- Leading a team of 39 students to develop a turn-based-tactics roguelike in Unity.
- Coordinating art, audio, design, marketing, programming, and quality assurance teams with Agile methodologies through Scrum and Kanban frameworks.
- Ensuring sprint goals are met and development phases are completed in time.
- Fostering a healthy work environment through management by objectives meetings with team members.

Game Designer

Jul 2023 - May 2024

Playmakers Development Team, Sydney, Australia

- Collaborated with a team of over 20 students to develop Armless Samurai, a 3D Unity game that was released on Steam in May 2024.
- Designed levels, core mechanics and created a Game Design Document.

Software Engineer Intern

Nov 2023 - Feb 2024

Optik Engineering Consultancy, Sydney, Australia

- Led a team of software and mechanical engineers to create a software plugin for Autodesk Navisworks to be used internally by the Hilti Corporation.
- Engaged in weekly client meetings and conducted stakeholder elicitation.
- Applied Agile methodologies and Scrum to deliver features each sprint.

VOLUNTEERING

Secretary

Oct 2023 - Present

Playmakers, Sydney, Australia

- Planning and organising club events including workshops, game jams and industry seminars from guest speakers for a game development club at UTS with over 200 members
- Working with UTS faculty to promote game development and design.

AWARDS

UTS Tech Festival 2025 - Riot Games Game Jam: Best Game Overall

Jul 2025

Dean's List 2025

Jun 2025

SXSW Sydney 2024 - Best Student Game

Oct 2024

Dean's List 2024

Jul 2024

UTS Tech Festival 2024 - Game Jam: Best Game Overall

Jun 2024

UTS Tech Festival 2024 - Games Showcase: People's Choice Award

Jun 2024

SXSW Sydney 2023 - Best Student Game

Oct 2023

UTS Tech Festival 2023 - Dolby Game Jam: Most Innovative Voice-comms Mechanic

Jun 2023

UTS Tech Festival 2023 - Games Showcase: Best Game from Game Design Methodologies

Jun 2023

UTS Tech Festival 2023 - Games Showcase: People's Choice Award

Jun 2023

REFERENCES

Available on request.