

# Samuel Coa

[samuel.coa48@gmail.com](mailto:samuel.coa48@gmail.com) | [slival6.github.io](https://slival6.github.io) | +61 451 733 315 | Sydney, NSW, Australia

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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

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

## INTERPERSONAL SKILLS

<b>Teamwork</b>	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.
<b>Leadership</b>	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.
<b>Problem Solving</b>	Displayed effective problem solving abilities through software and game development experiences.
<b>Communication</b>	Demonstrated good communication through stakeholder elicitation as a software engineer intern, game designer and producer.

## EXPERIENCE

<b>Producer</b> Playmakers Development Team, Sydney, Australia	May 2024 - Present
<ul style="list-style-type: none"><li>• Leading a team of 39 students to develop a turn-based-tactics roguelike in Unity.</li><li>• Coordinating art, audio, design, marketing, programming, and quality assurance teams with Agile methodologies through Scrum and Kanban frameworks.</li><li>• Ensuring sprint goals are met and development phases are completed in time.</li><li>• Fostering a healthy work environment through management by objectives meetings with team members.</li></ul>	
<b>Game Designer</b> Playmakers Development Team, Sydney, Australia	Jul 2023 - May 2024
<ul style="list-style-type: none"><li>• Collaborated with a team of over 20 students to develop Armless Samurai, a 3D Unity game that was released on Steam in May 2024.</li><li>• Designed levels, core mechanics and created a Game Design Document.</li></ul>	
<b>Software Engineer Intern</b> Optik Engineering Consultancy, Sydney, Australia	Nov 2023 - Feb 2024
<ul style="list-style-type: none"><li>• Led a team of software and mechanical engineers to create a software plugin for Autodesk Navisworks to be used internally by the Hilti Corporation.</li><li>• Engaged in weekly client meetings and conducted stakeholder elicitation.</li><li>• Applied Agile methodologies and Scrum to deliver features each sprint.</li></ul>	

## VOLUNTEERING

<b>Secretary</b> Playmakers, Sydney, Australia	Oct 2023 - Present
<ul style="list-style-type: none"><li>• 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</li><li>• Working with UTS faculty to promote game development and design.</li></ul>	

## AWARDS

<b>UTS Tech Festival 2025 - Riot Games Game Jam: Best Game Overall</b>	Jul 2025
<b>Dean's List 2025</b>	Jun 2025
<b>SXSW Sydney 2024 - Best Student Game</b>	Oct 2024
<b>Dean's List 2024</b>	Jul 2024
<b>UTS Tech Festival 2024 - Game Jam: Best Game Overall</b>	Jun 2024
<b>UTS Tech Festival 2024 - Games Showcase: People's Choice Award</b>	Jun 2024
<b>SXSW Sydney 2023 - Best Student Game</b>	Oct 2023
<b>UTS Tech Festival 2023 - Dolby Game Jam: Most Innovative Voice-comms Mechanic</b>	Jun 2023
<b>UTS Tech Festival 2023 - Games Showcase: Best Game from Game Design Methodologies</b>	Jun 2023
<b>UTS Tech Festival 2023 - Games Showcase: People's Choice Award</b>	Jun 2023

## REFERENCES

Available on request.