

Sabrina Cooke

GAME DEVELOPER & EDUCATOR

CONTACT

- +64 21 180 2667
- SabrinalCooke@gmail.com
- Ōtautahi, New Zealand.
- [LinkedIn](#)

EDUCATION

UNIVERSITY OF CANTERBURY

Bachelor of Product Design
Applied Immersive Game Design
2023

UNIVERSITY OF CANTERBURY

Certificate in University Preparation
2020

CAREER HIGHLIGHTS

Founding a Studio: Glow Worm Games was created in 2026, developing our debut game, Caravaneers.

First Ship: Shipping my first game, Skyline Virtual Luge in 2024.

Joint XR Workshop: Participating in the International XR Workshop in 2023 as a junior developer to create an applied VR experience.

Creating Community: Co-leading Game Dev Society to create a unique and diverse community of developers and winning 'Best Events Programme' for our Game Jam series.

EXPERTISE

- MOTION CAPTURE
- IMMERSIVE DESIGN
- ACCESSIBLE DESIGN

PROFESSIONAL SUMMARY

Industry Intermediate with 4 years of experience and a passion for developing immersive and accessible entertainment with an interest in location-based experiences and motion capture systems. I've experienced industry development and how important time-saving techniques, routines, and culture are to the overall success of teams. Prioritizing people has been a cornerstone of my professional life, as I strive to create positive, inclusive, uplifting, and educational environments for myself and others.

EXPERIENCE

University of Canterbury – Ōtautahi, New Zealand.

Senior Tutor, 02/25 — Current

Teaching and planning courses to develop the next generation of game developers.

- Supporting students across all year levels.
- Upskilling with new technologies including virtual production.
- Ensuring student success through course design and industry collaboration.
- Developing content that is industry relevant and provides opportunities for students.

CEREBRAL FIX – Ōtautahi, New Zealand.

Junior Developer, 12/23 — 02/25

Graduate position using *various game engines to create experiences across genres and fidelity, primarily in a programming role.*

- Developing Skyline Virtual Luge, an Unreal Engine 5 high-fidelity multiplayer racing game with custom simulator hardware.
- Working with Unreal Engine 5 Pixel Streaming to develop an unreleased experience capable of running on any device.
- Rapidly prototyping experiences for various platforms, including Apple Vision Pro.

KEY SKILLS

Design & Development Knowledge

- MDA Framework
- Critical Analysis
- Rapid Prototyping
- Immersive Design

Leadership

- Project Management
- Workload Facilitation
- Focus on Wellbeing
- Client Communication

Agile

- Sprint Planning
- Retrospective & Post-Mortems
- Risk Mitigation
- Playtesting Organization

VOLUNTEER

GAME DEV SOCIETY

Vice-President

02/23 > 12/24

GAME DEV SOCIETY

Social Media Coordinator

10/21 > 02/23

School of Product Design

Year Representative

02/21 > 11/23

Equity and Disability Services

Note-Taker

02/21 > 11/23

EXPERIENCE CONTINUED

CEREBRAL FIX – Ōtautahi, New Zealand.

Summer R&D Intern, 11/22 — 02/23

Using *Unreal Engine 5* to create an immersive real-time motion-capture entertainment system.

- Using depth-cameras for motion capture to create a full-body-tracking game.
- Creating a gameplay system that was accessible and inclusive for different needs.

UNIVERSITY OF CANTERBURY – Ōtautahi, New Zealand.

Peer Assisted Learning Sessions Leader, 07/23 — 11/23

Facilitating student wellbeing and engagement through providing sessions to help student success.

- I was selected to be a PALS leader as I was a student who had excelled in my courses.
- Coordinating with staff to ensure the student experience is accessible.

SCHOOL OF PRODUCT DESIGN – Ōtautahi, New Zealand.

School Ambassador, 02/22 — 11/23

Visiting and talking to high school students interested in game development.

- Providing student examples of games to create a tangible visual of what the course can help students achieve.

TRAINING

SCHOOL OF PRODUCT DESIGN – Ōtautahi, New Zealand.

- Game Engines: Unreal Engine, Unity.
- Platforms: Mobile, PC, VR, AR.
- Agile Methodology.
- Client Communication.
- Team Leadership.
- Production Routines.
- Motion Capture.
- Iterative Prototype Development.
- Research & Development.
- Critical Thinking.
- Video Game / Competitor Analysis.