King San Samuel, Suen

Lead Interactive Designer, Media Developer

(+852) 91764186
kingsansuen@gmail.com
www.samuelsuen.com

Experienced lead programmer and designer with expertise in new media, AR/VR application development, and real-time rendering. Proficient in Unity engine, Unreal engine, TouchDesigner, Python programming, and web programming (HTML/CSS/JavaScript). Passionate and efficient in mastering new software and hardware for interactive media content production.

5+ years of experience - Interactive Designer (Unity/Unreal /Touchdesigner)

BA in digital Media (Game design and critical art)

PROFESSIONAL EXPERIENCE

Programmer and Interactive Designer, 430

August 2024 - March 2026, August 2019 - January 2022

- Full-time designer and programmer in large-scale interactive commercial projects for clients or art projects using Unreal Engine 4 (Blueprint) and Unity (C# programming)
- Designing and programming games or real-time interactive contents for commercial use
- Possess network programming protocol (UDP/TCP) for setting up media server
- Working and Utilize 3D model with animator and 3D artists
- Conducted research with new technology (Leap Motion, Kinect, Laser Projection)
- Brainstormed weekly for creative meetings

Interactive Designer and Programmer, Observatory Design London

August 2022 - October 2023

- Full-time designer and programmer responsible for designing and coding interactive contents (Unreal Engine 5, Unity (C# programming), and Touch Designer (GLSL and Python))
- Create AI art (Stable Diffusion) for live events and concerts
- Generated ideas for experimental projects with sensors and new technology (such as Rokoko motioAn capture suits)
- Lead programming team for creating AR web application (HTML, CSS and Javascript programming)
- Developed workflows for content creation and 3D implementation.
- Conducted research on new technology/ production trends

Internship Programmer in Unity 3D, ARAMM

September 2017 – March 2018

- Developed an AR web application that guides travelers to view historical buildings in Lüneburg, Germany
- Utilize and optimize the code with lead programmer (C#)
- Responsible for version control using Git

SKILLS

Programming Languages: C#, Python, HTML, CSS, JavaScript

Software: Unity 3D, Unreal Engine 5, TouchDesigner

Others: DAW (Digital audio interface), AI art Generation (Stable Diffusion, Comfy UI), Projection Mapping

EDUCATION

City University of Hong Kong and Leuphana University, Germany,

September 2014 – May 2019

Double Degree in Creative Media and Digital Media with Programming

Specialized in programming and critical art theory (C# (Unity), Python, Unreal Engine)

BA in Digital Media from Leuphana University, Germany

BAS in Creative Media with a CGPA of 3.46, second honors (City University of Hong Kong)

LANGUAGES

English (Fluent)

Cantonese (Native)

Mandarin (Fluent)

German (Entry Level)

PROJECTS

Mitsubishi – AR web application 2022

- Created a web application using the aid of 8th Wall API
- Coding in HTML/CSS/Javascript

BCG – Generative Art (Link) 2018

- Design and setting up an interactive media art for the BCG Shenzhen office
- Coding in Unity C# and Python (Open CV)

Lohas – Interactive Commercial 2019 (Link)

- Created an interactive game for a 10m tall LED wall in a shopping mall
- Coding with Unity C#, Unreal Engine (Blueprint) and Touch Designer
- Leveraged color detection and posture recognition technology

OutBack - Projection mapping 2018-2019 (Link)

- Responsible for projection mapping using Resolume and on-site media server setup

The Prodigy – Visual content for music concert 2023

- Utilized Unreal Engine 5 and AI art (Midjoueney, Stable Diffusion) to create VJ contents for concerts

Kerry - Interactive experience for show flat 2020 - 2021

- Design and setting up media server using Python and TouchDesigner for a show flat which operate 24/7