

Aarham Haider

Address: 11771 Oldfield Ave | Richmond BC, V6X 1M3

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Email: aah13@sfu.ca

Github: github.com/AarhamH

LinkedIn: linkedin.com/in/aarham-haider-5a0a4a1bb

Website: aarhamh.github.io/react-site

TECHNICAL SKILLS

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

Operating Systems: Microsoft 7/8/10/11, macOS, Linux(Ubuntu)

Environments and Frameworks: Unity, Godot, ReactJS, Node.js, Github, Github Pages

Databases and Spreadsheets: MySQL, Microsoft Access, Microsoft Excel

PERSONAL PROJECTS

"Forest of Doom" Unity Game [\[link to demo\]](#)

Sep 2022 - present

- Designed and developed a 3D forest dwelling game in C# using the Unity engine and API
- Implemented and applied queue and hash table data structures appropriately to handle the character dialogue system and sound effect library respectively
- Utilized relational state machine graphs to perform logical animation transitions
- Applied UI/UX design principles by implementing consistent and convenient main menu, pause, and game over screens to maximize positive player experiences
- Architected scalable code by making script components modular with respect to their function
- Maintained code weekly after implementations of new features by optimizing method functions and updating class documentation
- Improved game design through play testing sessions from myself and over 50 random users on Itch.io

Personal Portfolio Website [\[link to demo\]](#)

Dec 2022 - Jan 2023

- Developed a static portfolio website using the ReactJS framework and CSS
- Practiced UI/UX design principles by making components responsive to screen sizes and interactive through clickable links and buttons
- Utilized ReactJS's API to implement hooks to create a navigation bar which traverses through page components, and conditionally render a loading screen before the main contents of the site
- Applied REST API to create a functional contact form using the EmailJS package
- Organized code and website components by applying a modular structure that separates components of the website
- Communicated code effectively through the use of clear names for div classes and reference tags, and documentation which has instructions on how to install and set up the repository
- Deployed the static site on the Github Pages environment

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ACADEMIC PROJECTS

Interactive Image Editor

Nov 2021 - Dec 2021

Introduction to Computing Science and Programming I (CMPT 120), SFU

- Created an image editor with a GUI in Python using Pygame and Numpy libraries, which allows the user to input and modify an inputted image and download the image with the applied modifications
- Demonstrated understanding of the software development life cycle through regular planning, implementation and debugging sessions with two other developers
- Tested the software efficiently by experimenting with the limits of the software based on AI generated images of various resolutions
- Assisted in script writing that modify an image which tests the editor's computer vision component
- Exercised effective code communication through the use of descriptive comments to explain the functionalities of methods, inputs and outputs, and non-ambiguous variable names

WORK EXPERIENCE

Retail Sales Associate

May 2022 - Sep 2022

Winners - Richmond, BC

- Demonstrated excellent communication skills by interacting with approximately 70 customers daily
- Showcased leadership qualities by resolving conflicts between associates and unsatisfied customers
- Applied great attention to detail by quickly identifying mislabeled prices on merchandise regularly
- Exercised problem solving skills by analyzing and fixing issues regarding the store's Point of Sale cash system

EDUCATION

Simon Fraser University

Sep 2021 - present

Burnaby, BC, Canada

Bachelor of Science in Computing Science

INTERESTS

- 2D and 3D game development
- Playing the piano
- Painting
- Watching sports