Sahaj Kirtan Veer Singh

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EDUCATION

Collège LaSalle (Montreal, Canada)   Jan 2024 – Present
DEC - Computer Science Technology – Game Design and Programming
- **Relevant Courses:** Object-Oriented Programming and Concepts I & II, Applied Mathematics for Video Games
- **Achievements:** Top grades in Game Engine I & II (95+%)

PROJECT EXPERIENCE

Warbird (Unity, C#)   Personal Project– Summer 2024
- Built a 2D action game with player-controlled vehicle combat, enemy waves, pickups, and score system.
- Designed main menu, UI flow, and narrative elements to deliver a near-complete gameplay experience.

Monster Hunter (.Net Framework, C#)   Object oriented Programming– Summer 2025
- Implemented multithreaded systems to manage enemy behaviors, player actions, and background game logic concurrently, improving performance and responsiveness.
- Applied core OOP principles to build extensible classes and inheritance hierarchies, including a text-file–driven map loader that generated game environments from external data.

Mad Dice (Unreal, C++)   Montreal International Game Summit – Fall 2025
- Created flexible UI and data structures (dice faces, effects, rarity tiers) to support rapid prototyping and testing of new gameplay mechanics.
- Designed and scripted core dice-rolling mechanics inspired by Balatro, including probabilistic outcomes, modifier effects, and score-calculation logic

Cursed Castle - (Unity, C#)   McGill Game Jam – 2026
- Engineered responsive feedback loops visual cues, adaptive AI, and environmental changes, to reinforce sound-based mechanics.
- Designed and implemented a unique microphone-input system that dynamically increases game difficulty based on player noise levels.

WORK EXPERIENCE

McDonalds (Laval, QC)   August 2024 – Present
Crew Member
- Adapted quickly to high-pressure, fast-paced environment, maintained focus and consistency under peak demand.
- Recognized for reliability in employee evaluation September 2025 for being consistently available and ready to step in when needed to support team operations.

SKILLS

Languages	English (Native), French (Intermediate)
Programming	C#, C++, HTML, CSS, Java, JavaScript, SQL
Engine & Tools	Unity, Unreal, Git, Perforce, Azure DevOps, Blender, Adobe Substance
Frameworks & Libraries	Bootstrap, three.js, JDBC.