**Arif Khalid**

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**EDUCATION**

**National University of Singapore (NUS)**         **Aug 2021 – Present**

* Bachelor of Engineering (Computer Engineering) Honours (Dean’s List 2022/23 S1 and S2)
* Current CAP: 4.97/5.0
* Expected date of graduation: May 2025
* Relevant modules: Data Structures and Algorithms, Systems Thinking and Dynamics, Fundamentals of Project Management, Design Thinking, Introduction to Machine Learning

**TECHNICAL SKILLS**

**Programming Languages:** C, C++, C#, Java, Python, JavaScript, Dart

**Software Framework:** Unity, GitHub, VSCode, Jupyter Notebook, HTML and CSS, React, Flutter

**WORK EXPERIENCE**

**Software Engineer Intern, MQDC Idyllias July 2023 – Present**

* Collaborate closely with the development team to conceptualize and implement software solutions, fostering efficient communication and seamless integration of AR and VR technologies
* Integrate a proof-of-concept application for virtual reality into Unity, allowing users to communicate with AI-driven NPCs in an immersive environment
* Contribute to requirement gathering sessions, demos, and user acceptance testing reviews, leading to the enhancement of the user experience and overall application quality

**Unity Engineer Intern, Floramis Dec 2022 – Jan 2023**

* Cooperated with a software engineering team to develop features of a mobile application
* Adopted an iterative approach to development, seeking developer and user feedback through GitHub issues and pull requests, improving quality of features implemented
* Conducted extensive research, testing and evaluation of various global mapping SDKs integrated with Unity, to recommend the most suitable technology stack for implementation

**RELEVANT PROJECTS**

**Winner of Microsoft AI for Accessibility Hackathon 2023 May 2023 – Jun 2023**

* Built an innovative and impactful project to improve accessibility and inclusion for individuals with disabilities, leading to the first-place win in the prestigious competition.
* Utilized Azure Map and Computer Vision services to assemble a working proof of concept of the mobile application, creating a clearer picture for the judges

**NUS Orbital 2022,** [**Abyssal Mayhem**](https://github.com/Arif-Khalid/Abyssal-Mayhem) **May 2022 – Aug 2022**

* Communicated with a partner to design and create a 3D, online multiplayer, First-Person Shooter game in Unity, attaining Apollo (second highest) level of achievement
* Implemented online multiplayer functionality in Unity through Steam Networking API, demonstrating greater proficiency in C# and understanding of networking solutions
* Incorporated version control in accordance with best practices using GitHub to manage branches, pull requests and issues resulting in proficiency in collaboration
* Innovated and coded multi-faceted systems leveraging knowledge of algorithms and data structures to support various features of a First-Person Shooter

**CO-CURRICULAR ACTIVITIES AND VOLUNTARY EXPERIENCE**

**NUS Game Development Group - Project Dev,** [**AquaC15**](https://github.com/ChubbsBunns/AquaC15) **Aug 2022 – Dec 2022**

* Joined a student-led project to create a 2D platformer during school semester using Unity
* Incorporated pathfinding and behaviour of enemies, adapting the A\* algorithm and utilising state machines for optimised and scalable code

**ADDITIONAL INFORMATION**

* Fluent in English and Mandarin (both spoken and written)
* Enjoys exercising, game development and learning new things
* Likes completing daily LeetCode problem