ATIYA NOVA

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Summary

Ambitious and hardworking game development student at the University of Ontario Institute of Technology. Member of UX Research (UXR) Lab since 2017.

Skills

- Proficiency in Unity
- Proficiency in C++, C# and Java
- Analyzing questionnaire data
- Conducting surveys
- Observation data analysis
- Peer relationships
- Analyzing videos
- Strong presentation skills

Experience

Research Assistant 09/2017 - Current
University of Ontario Institute of Technology | Oshawa, Ontario
Conducted research as a part of UXRLab (under Dr. Pejman Mirza-Babaei's supervision) on topics such as automated playtesting and the impact of games user research on a game's critical reception. Helped write user research reports and research papers.

Conducted UX research on games such as Boyfriend Dungeon (Kitfox Games) and A Fold Apart (Lightning Rod Games). Helped write comparative analysis for Boyfriend Dungeon. Involved identifying similar games on the market, analyzing user interaction components within these games, and evaluating user responses to these interactions.

Aided in the creation of PathOS, an AI tool intended to help independent developers playtest their games. Involved conducting research, writing a literature review on findings, and building the tool in Unity.

Teacher Assistant 09/2019 - Current
University of Ontario Institute of Technology | Oshawa, Ontario
Ran tutorial sessions for the Introduction to Game Design class. Taught students various topics relating to game design, supervised in-class activities, and marked assignments.

Intern 05/2020 - Current
Stitch Media | Toronto, Ontario
Worked on the code and user experience of an unannounced VR title.

Education and Training

Master of Science (MSc) 2022
University of Ontario Institute of Technology | Oshawa, ON

Bachelor of Information Technology 2020
Major: Game Development and Entrepreneurship | Minor: Game Programming

University of Ontario Institute of Technology | Oshawa, ON

High School Diploma 2016
R H King Academy | Toronto, ON

Courses

Games User Research
Introduction to basic and advanced user research methods. A comprehensive review of usability and user research issues, along with approaches specific to game development.

Digital Game Design
Introduction to game and level design concepts.

Industrial Design for Game Hardware
Exploration of various techniques for designing and implementing game hardware with the goal of developing a working prototype. Conducted usability testing on product designs as well as competitor analysis for market niche in a literature review. Helped create a VR locomotion tool in order to evaluate its efficacy and effects when used within a virtual environment.

Game Engine Design and Implementation
Exploration of techniques and solutions for game programmers to use in the implementation of game engine components. Overview of object-oriented programming, tool design for assets, and memory management. Use of Unity in order to integrate the taught components.

Software Systems Development & Integration
Introduction to tools and techniques used in modern software development. Overview of software design, coding standards, software testing and maintenance.

Human Computer Interaction
Examination of human factors in digital interactive entertainment, user-centred design, novel interaction technologies, and integrating user feedback into development. Use of VR and Unity in order to create a realistic simulation that was then used for testing and research.

Activities and Honors

President's List 2016, 2017, 2018, 2019. 2020
Awarded to students for obtaining a minimum semester GPA of 3.8

Undergraduate Student Research Fellowship 2017, 2018
Awarded to conduct research at UOIT.

UOIT Best Poster Award 2018
Given out at UOIT's 2018 Research Showcase to student research groups that present their findings through a poster. Title of research poster that got this award is, "Investigating the Use of AI in Game User Experience Evaluation".

Dean's List 2017, 2018, 2019
Awarded to students for obtaining a semester GPA of 3.5 to 3.79

Achievements

CHI 2019 Late-Breaking Work Publication
CHI is an international conference on Human-Computer Interaction. Late-Breaking Work is a category for reporting on recent findings and work that is still in progress. The title of the paper that got accepted is, "Artificial Playfulness: A Tool for Automated Agent-Based Playtesting".

LevelUp Showcase 2018, 2019
The best student games from UOIT are chosen to present at the LevelUp Showcase. The games are then presented to judges from the industry.

Graduated with highest distinction
The students who graduate with the highest GPAs amongst the graduating class are awarded the highest distinction title.