Nadir Bakridi

Junior Developer & UI/UX Designer

> " I am a tech enthusiast who loves building creative, user-focused experiences. Quick to learn, always curious, and passionate. "

Email
nadirbakridi@gmail.com

Website
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Phone
(+1) 780 977 9515

Location
Edmonton, Alberta Canada

Language

🇬🇧 English
Native

Socials

GitHub
@BeastlyOrca

https://www.linkedin.com/in/nadir-bakridi/
Linkedin

Instagram
@boneless_bizza

Youtube
https://www.youtube.com/@beastlyorca192

Additional Information

- SellSafe and QCW Certified
- Holds a Class 5 Driver's Licence and have a vehicle
- Minored in Digital Experience Design
- Full Hybrid, Remote, In-Person Capable
- Open to relocation or travel opportunities
- Placed 3rd in the Nosebowl Improv Tournament
- Social media and digital culture aware; mindful of current trends

References Available Upon Request

Experience

April 2024 – Present 📍 Summerside
Code Instructor
Code Ninjas

- Educated children ages 6-16 foundational programming concepts using industry-standard languages such as JavaScript, Lua, HTML/CSS, and C#.
- Guided students through game development using Microsoft MakeCode, Roblox Studio, and Unity.
- Delivered individualized debugging support and fostered strong computational thinking and problem-solving skills
- Led additional workshops in Unity, 3D printing, and Arduino programming.
- Maintained a collaborative and engaging classroom environment while encouraging curiosity, technical confidence, and early interest in STEM.
- Adapted lessons to a wide range of age groups and experience levels, tailoring instruction to suit each student's learning style.
- Worked with neurodiverse students and individuals with special needs.

August 2022 – April 2024 📍 West Edmonton Mall
Sales Associate
Tip Top Tailors

- Delivered personalized suit fittings and styling recommendations to enhance the client experience.
- Maintained visual merchandising standards and product presentation.
- Communicated product features clearly to support informed purchasing decisions.
- Built lasting customer relationships.
- Demonstrated flexibility and reliability in a fast-paced retail environment.

October 2018 – August 2022 📍 South Common
Host/Server Assistant/Games Attendant
The Rec Room

- Cross-trained across multiple front-of-house roles to support a high-volume entertainment venue.
- Delivered outstanding guest service by resolving concerns quickly and maintaining a welcoming atmosphere.
- Operated and maintained all major attractions, including VR stations, CXC simulators, bowling lanes, and axe throwing.
- Supported both bartenders and servers as a trained hand during peak hours.
- Recognized as a flexible, reliable team player able to adapt to any role as needed.

Summary of Qualifications and Skills

- Strong communication and interpersonal abilities with a proactive, problem-solving mindset
- Highly organized and adaptable, capable of multitasking in dynamic environments.
- Fast learner with a proven ability to quickly grasp new tools, systems, and technologies
- Experienced in all forms of public speaking roles
- Passionate about emerging technologies, including VR, AI, and game development
- Proficient in Adobe Creative Cloud, video editing tools, and office productivity software
- Collaborative team player with a background in acting and directing, enhancing creativity and working with large groups
- Comfortable navigating unfamiliar challenges and learning on the fly
- Physically capable and dependable; ready to assist in diverse roles and settings
- Experienced in POS systems, cash handling, and delivering excellent customer service

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Education

Grant MacEwan University

Computer Science Bachelor's Degree
June 2025

W.P. Wagner High School

High School Diploma
June 2018

Technical Experience

Development

Languages
C#, Java, JavaScript, Basic, Typescript, Python, SQL, Lua, MIPS Assembly, HTML5, CSS, C89-99, Bash, C++

Game Development
Unity (VR/3D/Mobile) WebGL, Game AI, O.O.P, Physics, Debugging, Agile

Software & Tools
Visual Studio, Git/GitHub, SQL Server, Various AI, Management Studio, Azure Data Studio, Postman, Netlify, Google API's, Linux/Unix, Wireshark, Meta Quest Devices, Vercel

Design & Production

Software
Figma, Blender, Adobe Creative Cloud, DaVinci Resolve, OBS, WordPress, Bambu, Streamlabs

User Interface
Wireframing, Prototyping, Mockups, Design Systems, Research, Ideation

User Experience
Design Auditing, Focus Groups, Surveys, Presentations, Testing, Persona Creation, Usability Testing, Heuristic Evaluation, Information Architecture

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Latest Projects

Published Conference Paper
Developing Virtual Simulation of Optic Lab in Physics Education using Virtual Reality

🔗 https://publications.immersivelrn.org/index.php/practitioner/article/view/411

Unity Game
My first attempt at making a functional game in Unity. Password is swingintoaction

🔗 https://jemery-dev.itch.io/hookshot-henry