

# Nadir Bakridi

## Junior Developer & UI/UX Designer

“ Everyone thinks their the  
hero of this story ”

Handsome Jack

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com

Website  
beastlyorca.me

Phone  
(+1) 780 977 9515

Location  
Edmonton, Alberta  
Canada

### Socials

GitHub  
@BeastlyOrca

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

Instagram  
@boneless\_bizza

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

### Languages

English  
Native

### Other

English  
Native

## Experience

April 2024 – Present Summerville



Code Instructor  
Code Ninjas

Taught children ages 6-16 foundational programming concepts using industry-standard languages such as JavaScript, HTML/CSS, and C#. Guided students through game development using Microsoft MakeCode, Roblox Studio, and Unity all while providing individualized debugging support to reinforce problem-solving skills. Led workshops in Unity, 3D printing, and Arduino programming. Maintained a collaborative and engaging classroom environment while fostering curiosity, technical confidence, and early interest in STEM.

August 2022 – April 2024 West Edmonton Mall



Sales Associate  
Tip Top Tailors

Provided exceptional customer service by assisting clients with suit fittings, recommending accessories, and delivering personalized styling advice. Maintained a clean and organized sales floor, upheld visual merchandising standards, and ensured accurate product pricing and display. Communicated product features and benefits clearly to help customers make informed purchasing decisions. Accurately processed transactions, including cash, credit, and debit payments, as well as refunds and exchanges. Contributed to inventory management by receiving, tagging, and restocking merchandise. Fostered lasting customer relationships through follow-ups and consistently demonstrated reliability, flexibility, and professionalism in a fast-paced retail environment.

October 2018 – August 2022 South Common



Host/Server Assistant/Games  
Attendant/Cashier  
The Rec Room

Cross-trained in multiple front-of-house roles to support daily operations in a high-volume entertainment venue. Delivered exceptional guest service by resolving concerns promptly, maintaining a welcoming environment, and consistently exceeding expectations. Managed a personal cash float with accuracy and accountability, handling transactions efficiently across various service points. Operated and maintained all attractions—including VR stations, bowling, CXC car simulators, and axe throwing—and communicated pricing and game instructions clearly to guests. Assisted in restocking merchandise and resetting tables for fast turnover. Trained as a bar back, supporting bartenders with glassware, stocking, and bar prep, ensuring efficient service during peak hours. Known for being a versatile, dependable team member who could adapt quickly and step into any role as needed.

## Education



Grant MacEwan University

Computer Science Bachelor's  
Degree  
June 2025



Grant MacEwan University

Digital Experience Design  
Minor  
June 2025



W.P. Wagner High School

High School Diploma  
June 2018

## Technical Experience



### Development

#### Languages

C#, Java, JavaScript,  
Typescript, Python, MIPS  
Assembly, HTML/CSS, C89-99,  
Bash, C++

#### Game Development

Unity (VR/2D/3D/Mobile)  
WebGL, Game AI,  
Physics, O.O.P, Agile,  
Debugging

#### Software & Tools

Visual Studio, Git/GitHub, SQL Server Management  
Studio, Azure Data Studio, Postman, Netlify, Various AI,  
Google APIs, Linux/Unix Systems, Wireshark, Meta Quest  
Devices



### Design & Production

#### Software

Figma, Blender, Adobe  
Creative Cloud, DaVinci  
Resolve, WordPress

#### User Interface

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

#### User Experience

Design Auditing, Focus  
Groups, Surveys,  
Presentations, Testing

## Summary of Qualifications and Skills

- Strong communication and interpersonal skills with a problem-solving mindset, ensuring practical and effective solutions.
- Highly organized and adaptable, capable of multitasking in dynamic environments.
- Proficient in desktop applications, including Adobe Creative Cloud, video editing software, and office productivity tools
- Digital experience design expertise, including UX/UI design, user research, wireframing, and prototyping with Figma.
- Experienced in user onboarding processes, usability testing, and conducting user focus groups.
- Passionate about emerging technologies, particularly VR, game development, and AI-driven applications.
- Effective team player with a proven ability to collaborate in group settings.
- Dedicated to exceeding expectations and delivering high-quality results.
- Experienced in acting, improvisation, and directing, enhancing creativity and adaptability.
- Skilled programmer proficient in various languages, with hands-on experience with tools such as Unity and Microsoft Database Management Studio.
- Physically capable and always willing to assist in diverse circumstances.
- Familiar with POS systems and cash handling.
- Experienced in customer service and direct client interactions, ensuring a positive user experience.

## Latest Projects

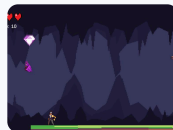


### Published Conference Paper

Developing Virtual Simulation of Optic Lab in  
Physics Education using Virtual Reality



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



### Itch.io Unity Game

My first attempt at making a functional game in  
Unity



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