

Gaurav Sharma

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Objective

To become associated with a company where I can utilize my skills and gain further experience while enhancing the company's productivity and reputation.

Summary of Qualification

- Ability to succeed in variety of environments including small and large companies
- Strong organizational and multitasking abilities; detail-oriented, focused and consistent.
- Professional communication skills and strong problem-solving skills
- Trained and experienced in working effectively both independently as well as being a contributive member of a team.

Education

Jul/2010 – Jun/2011

Vancouver Film School

Game Design

- Completed a one-year diploma program that focuses on preparing students for concepts creation, prototyping, designing, producing and presenting a fully playable game by the end of the year.
- Graduated with a 90% Cumulative Average.
- Completed and certified in Cinematic and Game Production/Theory, Level Design, Storytelling (Visual and Storyboarding), 3D Modeling, Art, Audio and Scripting.
- Excelled at Game Mechanics, Interface Design, Mobile and Online Design and Flash
- Completed classes and experienced in prioritizing efficient Team and Project Management.

Feb/2015 – Jun/2015

BCIT

Computer System Technology

- Part-time studies; working towards getting a diploma with programming and varying & improving my skill set.

Sept/2016 – Current

NAIT

Digital Media and IT

- Full-time studies; working towards a game programming diploma and improving my programming skills

Work Experience

September 2017 – Current **Mobile Technologies Inc. (MTI)**

Technical Specialist (Full Time)

- Responsible for installation and testing of electronic devices at various locations
- Responsible for products such as Bose, Sonos, Sony, Apple
- Monitor quarterly checkups and reoccurrence for Best Buy.

January 2016 – July 2016 **Encepta**

October 2016 – April 2017

Data Fusion Specialist (Full Time)

- Developed an app called Twentify, it's used to experiment and validate collecting data
- Review, analyze, and interpret infrastructure data in various formats including picture, drawings, spreadsheets, databases or other formats
- Use technological tools and resources to analyze collected data to assist companies and clients help create a unified data record
- Perform research on new technology, processes, and techniques to improve data fusion
- Provide training and mentorship to other team members when necessary

July 2012 – January 2016 **DHX Media**

Game Design (Full Time)

- Worked on the development team for Battle for Slugterra as a Level Designer
- Worked on Slug It Out!, SlugSlinger Showdown and Secrets of Shadow Mines; specifically on a level designer, scripting, art implementation, music and character balancing.
- Experience in being scrum master and managing the burndown charts for every project.
- Created test plans and worked on Design Documentations for all projects.

November 2011 – July 2012 **Electronic Arts (EA)**

Quality Assurance Analyst (Full Time)

- Duties included creating test plans, edge cases for features, automation, captcha, networking speeds and localization on different websites and the main store.
- Tested for bugs on early builds (which were organized and reported). Ran through different test plans both individually and with a team.

Jul 2009 – Jun 2010 **Laptop Depot Inc.**

Sales Representative (Full Time)

- Selling new, refurbished laptops, TVs, desktops
- Repair and maintain desktops and laptops
- Configured hardware and software to optimize performance for client needs

Computer Skills

Skilled in:			Knowledge of:		
Excel	Flash	Unity	Perforce	XML	PhotoShop
JIRA	XCode	C#	SQL	Razor	TexturePacker2D
Java	Origin	Unreal Engine	Scripting	Upsight	C++
PlasticSCM	MonoGame	ASP.NET	Google Tag Manager	HTML/CSS	Game Design

Skill Set

Dedication – Accustomed to spending long hours in order to make the most of short development times and tight schedules. A Productive worker under pressure, highly motivated during projects, and a consistent drive to take initiative.

Team Work – Experienced and trained in maintaining strong communication skills; working effectively both independently as well as being a strong and contributive member of a team.

Potential – Known for not only contributing solutions but also in giving and embracing guidance and criticism. Always looking to learn as much as possible, as quickly as possible.

References

Available upon request.