

FALAH SHAZIB

University of Waterloo Computer Science
Class of 2021

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EXPERIENCE

Adhawk Microsystems

AR/VR and HCI Developer

Jan'19 – Apr'19

- π Developed games and VR environments to showcase flagship tracking product
- π Created VR simulations to collect user eye movement data for research studies
- π Built a dashboard using Angular to streamline data visualization

ELECTRONIC ARTS

Associate Developer- Star Wars

May '18 – Aug '18

- π Developed extensions and tools for in-house engine Frostbite
- π Created gameplay prototypes using Unity and C#
- π Designed and created narrative tool editors

CANADIAN IMPERIAL BANK OF COMMERCE

Java Application Developer

Sep '17 – Dec '17

- π Developed and tested Java applications to generate and sort system reports
- π Provided daily support for CORE and Jenkins

UW Virtual Reality

Founder && President

Jan '18 – Pres.

- π Founded Canada's first student run Virtual Reality club
- π Organized workshops and events to promote VR/AR development and awareness

WOMEN IN COMPUTER SCIENCE COMMITTEE

Chair

May '17- Pres.

- π Organized events designed to create an encouraging environment for women in CS
- π Ran the undergrad committee and assigned tasks

UW Blueprint

Project Manager || Developer

Jan '18 – Apr'19

- π Managed and worked with different teams on various projects to aid non-profit organizations

SKILLS

PROFICIENT

- π C/C++
- π C#
- π Java
- π HTML/CSS
- π Unity Engine
- π Blender

FAMILIAR

- π Python
- π Angular
- π Scala
- π SQL
- π React Native JS
- π Scheme

PROJECTS

VR Escape Room – C#, Unity Engine

A virtual reality escape room with a 20 minute play time and several interactive puzzles

Compiler && Assemble – C++, Scala

A custom compiler and assembler for an Imperative language

OSSDF JUDGING – React Native, JS

An android app to help judges at Ontario DanceFest record scores and feedback

Elevate– C#, React Native, Python

Dashboard with statistics integration for a game to help kids with cognitive disabilities

Jumping Down the Rabbit Hole: Storytelling && VR

Introductory workshop at HopperXSeattle 2019 about creating a short film in VR

How Not To Build A Virtual Escape Room

Lightning talk at StarCon 2019 about building a VR escape room from scratch and mistakes along the way

Introduction to Augmented Reality

Talk and workshop about creating a basic AR app for UWVR

Gaming For Good: A Look at Non-profits in the Gaming Industry

Talk about the different ways non-profits use games and how to contribute as a developer at EA

Introduction to Unity && Virtual Reality

Talk about the history of VR followed by an introductory workshop to Unity3D for UWVR

TALKS