FALAH SHAZIB

✉ falah.shazib@gmail.com

in falahshazib

EXPERIENCE

Arup
VR Simulation Developer   Sep'19 – Dec'19

- π Improving simulation accessibility by adding support for multiple headsets including Vive, Rift, and the Valve
- π Prototyping accessible input features
- π Adding VR features to crowd simulation engine

Adhawk Microsystems
AR/VR and HCI Developer   Jan'19 – Apr'19

- π Developed 7 interactive VR simulations using Unity Engine and GoogleVR to showcase flagship eye tracking product
- π Gamified tests used in research studies into simulations used to collect user eye movement data
- π Built a dashboard with Angular to refine data visualization

Electronic Arts
Associate Developer- Star Wars   May '18 – Aug '18

- π Developed engine extensions and tools using C++ for new Frostbite game engine
- π Created early level prototypes using Unity and C#
- π Created tool editors, improving team interaction with narrative logic

Canadian Imperial Bank Of Commerce
Java Application Developer   Sep '17 – Dec '17

- π Developed Java applications to generate and sort system reports, increasing team communication, and productivity
- π Modified Windows applications to run on UNIX, enabling a smooth transition to new operating system

PROJECTS

VR Escape Room – C#, Unity Engine
Designed and developed a VR escape room with a 20 minute play time and several interactive puzzles

Catapult – C#, Unity Engine
Designed and developed a VR game where players launch themselves into the air onto different islands while collecting items

Elevate– C#, React Native, Python
Managed project and designed features for dashboard for a game to help children with cognitive disabilities

OSSDF JUDGING – React Native, JS
Developed features for an android app to help judges at Ontario DanceFest record scores and feedback

SKILLS

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

EDUCATION

University of Waterloo   2016 - 2021
Joint Major in Honours Computer Science and Pure Mathematics

LEADERSHIP

UW Virtual Reality
Founder & President   Jan '18 – Present

- π Founded Canada's first student-run Virtual Reality club
- π Defined university undergrad involvement with VR/AR
- π Developed monthly workshops and meetups to teach and encourage VR/AR development and awareness

Pakistani Women in Computing Systers Group
Global Lead   Sep '18- Present

- π Representing PWiC and GHC Systers in local community, recruiting more women of color into tech
- π Led teams organizing meetups in Karachi and Toronto
- π Leading the development of ambassador program, allowing PWiC to reach thousands across the globe

UW Women In Computer Science Committee
President & Mentor   May '17- Present

- π Organized events and workshops designed to create an encouraging environment for women in CS
- π Mentored 20+ WiCS members per term, helping them navigate courses and internships
- π Served as president in Spring 2019, previously served as secretary, office manager, and mentorship director

TALKS

Jumping Down the Rabbit Hole: Storytelling & VR
Introductory workshop at HopperX1 Seattle 2019 about creating a short film in VR using Unity3D

How Not To Build A Virtual Escape Room
Lightning talk at StarCon 2019 about building a VR escape room from scratch and lessons learnt along the way

Introduction to Augmented Reality
A talk and workshop at various events about creating a basic AR app for UWVR using Vuforia

Introduction to Unity & Virtual Reality
A talk about the history of VR and an introductory workshop to Unity3D and GoogleVR Android