

Gateek Chandak

647-642-0609 | chandakgateek@gmail.com | [linkedin.com/in/gateek-chandak](https://www.linkedin.com/in/gateek-chandak) | github.com/Gateek-Chandak |

EDUCATION

University of Waterloo

Waterloo, ON

Bachelor of Global Business and Digital Arts, Minor in Computing

Sep. 2023 – May 2028

- Achieved **Term Distinction** and **Excellent Standing** as well as a **3.9/4.0** GPA
- Currently pursuing a transfer to **Computing Financial Management**
- Relevant Course Work: Introduction to Computer Science 1, Elementary Algorithm Design and Data Abstraction, Tools and Techniques for Software Development, Algebra, Linear Algebra 1, Calculus 1, Introduction to Digital Media Design
- Received the University of Waterloo President's Scholarship

EXPERIENCE

UX/UI Designer & Lead VFX Editor

June 2020 – Present

Design Out Loud

Toronto, ON

- Used the full **Adobe Suite** to create visual effects and motion graphics, in order to enhance quality of content
- **Initiated** the integration of new designs, acquired proficiency in various software applications, and presented innovative ideas to management
- **Communicated** with clients, management, team members, and event organizers, in order to provide the best possible product, and create a positive reputation
- Helped in designing and creating the UX/UI of marketing tools, web pages and promotional content
- **Collaborated** and took **leadership** within the team in high pressure environments in order to achieve goals within deadlines

PROJECTS

Video Game Development - Personal | *C#, Unity3D, Photoshop*

Jan 2018 – Sep 2022

- Developed complete, optimized, and polished 2D mini games from scratch using the **Unity** software
- Used software **testing** and **debugging** skills to solve problems and optimize projects
- Used **Object-Oriented programming with C#** to create objects, classes, game mechanics, health systems, particle systems, and automated enemy tracking systems
- Implemented menus, scene flow, audio/visual control, animations, loading bars, and more
- Used basic **physics** and mathematics to create jumping systems and free-fall objects

Leannat - Client Website | *HTML5, CSS3*

Dec 2023 – Jan 2024

- Learned how to develop a complete website using **HTML** and **CSS**
- Learned how to use **components** such as flex boxes, grids, lists, media queries, forms, and animations to style pages and create **responsiveness**
- Incorporated design techniques such as typography, colour theory, spacing, symmetry, and symbols learnt in class
- Developed experience with browser **built-in developer tools**, **debugging**, organizing code, and following a **style guide**

TECHNICAL SKILLS

Languages: C/C#, HTML/CSS, Javascript, Dr.Racket, Python

Frameworks: Tailwindcss, React.js(in progress)

Developer Tools: Linux Command Line, Unity3D, Git(Version Control), VS Code, Adobe Creative Suite

Skills: Object-Oriented Programming, Procedural Programming, Functional Programming, Testing and Debugging, Version Control, Chrome Browser Developer Tools

Extracurricular Activities: Zebra Robotics, Thinnox Design Academy, Machine Learning Bootcamp(UOFT)