

# GEET CHOPRA

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## OBJECTIVE

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I am a hardworking and creative new graduate looking to put my skills in **Digital Design** to good use. I am constantly looking for new opportunities to learn more and hone my skills and am very passionate about what I do. I can confidently take up the responsibilities of a **Graphic Designer**, **Web Developer** or **UI / UX Designer**. I recommend also viewing my website to learn more about me and my Resume!

## EDUCATION

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UNIVERSITY OF TORONTO, ST. GEORGE

September 2015 - December 2019

H.BSc in Computer Science (Specialist in Video Game Design with a Minor in Music History and Culture)

## SKILLS

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**GRAPHIC DESIGN** - Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe XD, InVision, UI / UX Design, Wireframing

**BRAND DESIGN** - Logo Design, Typography, Product Design, Stylescapes

**WEB DESIGN AND DEVELOPMENT** - HTML, CSS, XML, React, JavaScript, TypeScript, MySQL, PostgreSQL, MongoDB, Node.JS, Heroku

**PROGRAMMING / SOFTWARE DEVELOPMENT** - C#, C, C++, Java, Python, Agile Methodologies, Git, GitHub, Command Line Tools, OOP

**MISCELLANEOUS** - Game Design, Unity, Unreal Engine, Ableton Live, Project Management, iOS, Android, Windows, MacOS, Ubuntu

## PROJECTS

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**TALES OF HARMONIA (Graphic Design, Web Design, Game Design)**

Ongoing

A casual arcade game with a thoughtful message. Download now on iOS and Android! Can be viewed at <https://talesofharmonia.games>

**BRICKOUT (Web Design and Development, Graphic Design, UI / UX Design)**

December 2019 - Present

An arcade brick breaker game, made using Phaser 3 and TypeScript.

**GEETCHOPRA.ME (UI / UX Design, Web Design and Development)**

Ongoing

My personal website, designed and coded from scratch by me and hosted on Github, where you can learn more about me!

**THE GAME OF POLES (Graphic Design, UI / UX Design, Game Design)**

January 2019 - April 2019

A Virtual Reality puzzle - shooter game. Led the UI / UX Design in the team and formulated a comprehensive playtesting framework.

**VIDEO GAMES x HUMAN COMPUTER INTERACTION (UI / UX Design, Graphic Design)**

November 2018

A comprehensive research summary paper on UI / UX in games. You can read the paper at <https://geetchopra.me/Assets/428Paper.pdf>

**TRIVIA MAGIC (Web Design and Development, Graphic Design)**

January 2017 - April 2017

A web - based trivia game. You can play the game at <https://trivia309.herokuapp.com/>

## WORK EXPERIENCE

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**GRAPHIC DESIGNER ASSISTANT**

May 2018 - February 2019

The Entrepreneurship Hatchery, University of Toronto

- Redesigned the Hatchery website under proper UI / UX guidelines in order to provide a good user experience to visitors of the website.
- Completely overhauled the Hatchery branding by developing a new colour scheme, typography, promotional concepts etc.
- Designed brand identities for many startup teams under the Hatchery and solely designed promotional material for different occasions.

## VOLUNTARY EXPERIENCE

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**GRAPHIC DESIGNER and SECRETARY for the Chestnotes A Capella Choir**

September 2015 - Present

**GRAPHIC DESIGNER for UofTHacks VI**

September 2018 - February 2019

**GRAPHIC DESIGNER and TREASURER for the Hart House Singers**

September 2015 - December 2016

**GRAPHIC DESIGNER for Déjàvu Holidays Pvt. Ltd.**

September 2014 - September 2015