

YUVRAJ GEET SINGH CHOPRA

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OBJECTIVE

I am a hardworking and creative individual looking to put my skills in **Game Design** to good use. I am so much more than what you read here due to my unique set of strengths and weaknesses and am guaranteed to exceed all expectations if given the opportunity! You can also view my website to access a more in-depth Resume.

EDUCATION

UNIVERSITY OF TORONTO, ST. GEORGE

September 2015 - Present

Computer Science Specialist in Video Game Design with a Minor in Music History and Culture

DELHI PUBLIC SCHOOL, GURGAON

July 2004 - May 2015

Graduated in the Science Stream (Computer Science with C++) with an aggregate of 95%

SKILLS

GAME DESIGN AND DEVELOPMENT - UI / UX Design, Level Design, Gameplay Scripting, Unity, Unreal Engine

GRAPHIC DESIGN - Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe XD, InVision

PROGRAMMING - C#, C, C++, Java, Python, SQL, JavaScript, Haskell

SOFTWARE DEVELOPMENT - Agile Methodologies, Git, GitHub, Command Line Tools, Web Development, HTML, CSS, XML

OPERATING SYSTEMS - iOS, MacOS, Android, Windows, Ubuntu

PROJECTS

THE GAME OF POLES

April 2019

A virtual reality, puzzle-shooter game where you magnetize and demagnetize objects in the game to solve and progress through levels.

VIDEO GAMES x HUMAN COMPUTER INTERACTION

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

April 2017

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

ARCADE FUN

March 2015

A set of 4 keyboard-only input games, Tic-Tac-Toe, Mastermind, Lucky 7 and Hangman, coded in Turbo C++.

WORK EXPERIENCE

GRAPHIC DESIGNER (WORK - STUDY)

May 2018 - Feb 2019

The Entrepreneurship Hatchery, University of Toronto

- Completely overhauled the Hatchery branding by developing a new colour scheme, typography, promotional concepts etc.
- Designed logos for various startups under the Hatchery through a complex process which helped capture their true essence.

COMPUTER SCIENCE INSTRUCTOR

January 2017 - March 2017

TAIE International Institute, Toronto

- Taught grade 12 students introductory Computer Science with programming in C++. The students achieved an 86% average grade.

LEADERSHIP

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

VICE PRESIDENT - INTERNAL and URBAN CREW at Chestnut Residence

September 2017 - Present