

# YUVRAJ GEET SINGH CHOPRA

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## OBJECTIVE

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I am a hardworking and creative individual looking to put my skills in **Game Design** to good use. I am constantly looking for new ways to learn and hone my skills and am very passionate about what I do. I can confidently take up the responsibilities of a **Programmer, UI / UX Designer, Level Designer** or **Game Designer**. You can also view my website to access a more in-depth Resume and learn more about me!

## EDUCATION

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### 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

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**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

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### 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

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### 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.

## 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

VICE PRESIDENT - INTERNAL and URBAN CREW at Chestnut Residence

September 2017 - Present