YUVRAJ GEET SINGH CHOPRA

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OBJECTIVE

I am a hardworking and creative new graduate looking to put my skills in **Game 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 **Game Designer, Programmer, Level Designer** or **UI / UX Designer.** You can also view my website to learn more about me and my Resume!

EDUCATION

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)

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 - Game UI / UX Design, Level Design, Gameplay Scripting, Unity, Unreal Engine, PC Gaming

GRAPHIC DESIGN - Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe XD, InVision, Brand Design, Logo Design, Typography

PROGRAMMING - C#, C, C++, Java, Python, JavaScript, TypeScript, Haskell, MySQL, PostgreSQL, Phaser 3

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

MISCELLANEOUS - Ableton Live, Project Management, iOS, Android, Windows, MacOS, Ubuntu, Artificial Intelligence

PROJECTS

BRICKOUT (Game Design, Gameplay Programming, Game UI / UX Design)   **December 2019 - Present**

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

THE GAME OF POLES (Game Design, Level Design, Game UI / UX Design)   **January 2019 - April 2019**

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

UBISOFT NEXT SHOWCASE (Level Design)   **December 2018 - March 2019**

Level design submission for the annual showcase organized by Ubisoft. One of 10 students to pass on to the final round.

VIDEO GAMES x HUMAN COMPUTER INTERACTION (Game UI / UX 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 (Game Design, Gameplay Programming)   **January 2017 - April 2017**

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

ARCADE FUN (Game Design, Gameplay Programming)   **March 2014 - 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 ASSISTANT   **May 2018 - February 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.

VOLUNTARY EXPERIENCE

GRAPHIC DESIGNER and SECRETARY for the Chestnotes A Capella Choir   **September 2015 - Present**

GRAPHIC DESIGNER for UofTHacks VI   **September 2018 - February 2019**