

YUVRAJ GEET SINGH CHOPRA

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OBJECTIVE

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

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

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

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

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

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