

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 will be confident in taking up the responsibilities similar to those of a **UI / UX Designer**, **Level Designer** or a **Gameplay Programmer**. I am so much more than what you read here due to my unique set of strengths and weaknesses I am guaranteed to exceed all expectations if given the opportunity!

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