GEET CHOPRA

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OBJECTIVE

I am a hardworking and creative new graduate looking to put my skills in **Software Design and Development** to good use. I am constantly looking for new opportunities to hone my skills and am very passionate about what I do. I can confidently take up the responsibilities of a **Programmer** or **Software Engineer / Developer**. 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

PROGRAMMING - C#, C, C++, Java, Python, Haskell, JavaScript, MySQL, NoSQL, Object Oriented Programming
SOFTWARE DEVELOPMENT - Agile Methodologies, Git, GitHub, Command Line Tools, Eclipse, Unity, Unreal Engine, IntelliJ, PyCharm
GRAPHIC DESIGN - Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe XD, UI / UX Design, Typography, Brand Design
WEB DESIGN AND DEVELOPMENT - HTML, CSS, XML, React, TypeScript, PostgreSQL, MongoDB, Node.JS, Heroku, Phaser 3
MISCELLANEOUS - Game Design, Ableton Live, Project Management, iOS, Android, Windows, MacOS, Ubuntu, Artificial Intelligence

PROJECTS

TALES OF HARMONIA (Software Development, Game Design, Gameplay Programming)   **Ongoing**
A casual arcade game with a thoughtful message. Download now on iOS and Android! Can be viewed at https://talesofharmonia.games

BRICKOUT (Software Development, Web Development, Game Development)   **December 2019 - February 2020**
An arcade brick breaker game, made using Phaser 3 and TypeScript. You can view it at https://geetchopra.me/projects/brickout/index.html

GEETCHOPRA.ME (UI / UX Design, Software 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 (Software Development, Game Design and Development)   **January 2019 - April 2019**
A Virtual Reality puzzle - shooter game. Was involved in all aspects of development, especially Programming and UI / UX Design.

ARCADE FUN (Software Development, 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

- **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.
- Solely designed **promotional material** for different events and on different platforms for the Hatchery.

VOLUNTARY EXPERIENCE

GRAPHIC DESIGNER and SECRETARY for the Chestnotes A Capella Choir   **September 2015 - Present**
VICE PRESIDENT - INTERNAL and URBAN CREW at Chestnut Residence   **September 2017 - April 2019**
GRAPHIC DESIGNER for UofTHacks VI   **September 2018 - February 2019**