

YUVRAJ GEET SINGH 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 learn more and 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

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

BRICKOUT (Software Development, Web Development, Game Development)

December 2019 - Present

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

GRAPHIC DESIGNER and TREASURER for the Hart House Singers

September 2015 - December 2016

GRAPHIC DESIGNER for Déjàvu Holidays Pvt. Ltd.

September 2014 - September 2015