

# YUVRAJ GEET SINGH CHOPRA

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## OBJECTIVE

I am a passionate 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 skills and come up with revolutionary ideas for players of all ages. I can confidently take up the responsibilities of a **Game Designer, Programmer, Level Designer** or a **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)

## SKILLS

**GAME DESIGN** - Game Systems and Mechanics Design, Playtesting Frameworks (Design and Testing), Game Design Documentation, KPI's

**GAME DEVELOPMENT** - Gameplay Scripting (Physics, UI, Core Logic), Unity (2D / 3D), Unreal Engine 4, Level Design / Blockouts

**GRAPHIC DESIGN** - Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe XD, InVision, UI / UX Design, Logo Design, Typography

**PROGRAMMING** - C#, C, C++, Java, Python, JavaScript, TypeScript, Haskell, MySQL, PostgreSQL, Phaser 3, Artificial Intelligence, OOP

**SOFTWARE DEVELOPMENT** - Agile Methodologies, Git, GitHub, Command Line Tools, Project Management, HTML, CSS, XML, Front End

## PROJECTS

**21 DAYS (Game Design, Gameplay Programming, Game UI / UX Design, Level Design)**

February 2020 - Present

An escape the maze puzzle game, where every action you take has a cost. Time is money, literally! Currently in initial stages of development.

**BRICKOUT (Game Design, Gameplay Programming, Game UI / UX Design)**

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>

**THE GAME OF POLES (Game Design, Level Design, Game UI / UX Design)**

January 2019 - April 2019

A virtual reality, physics based puzzle - shooter game in Unity. You can view the project at <https://geetchopra.me/projects/gameofpoles.html>

**UBISOFT NEXT SHOWCASE (Level Design)**

December 2018 - March 2019

Level design submission for the annual showcase organized by Ubisoft. I was one of 10 students to pass on to the final round!

**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

## PERSONAL INTERESTS

🎮 Eat Games

🎮 Sleep Games

🎮 Breathe Games

🎮 Make Games!