

# YUVRAJ GEET SINGH CHOPRA

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## OBJECTIVE

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I am a hardworking 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 and hone my skills and am very passionate about what I do. I can confidently take up the responsibilities of a **Game Designer, Programmer, Level Designer** or **UI / UX Designer**. You can also view my website to learn more about me and my Resume!

## EDUCATION

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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

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**GAME DESIGN AND DEVELOPMENT** - Game UI / UX Design, Level Design, Gameplay Scripting, Unity, Unreal Engine, PC Gaming

**GRAPHIC DESIGN** - Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe XD, InVision, Brand Design, Logo Design, Typography

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

**SOFTWARE DEVELOPMENT** - Agile Methodologies, Git, GitHub, Command Line Tools, Web Design and Development, HTML, CSS, XML

**MISCELLANEOUS** - Ableton Live, Project Management, iOS, Android, Windows, MacOS, Ubuntu, Artificial Intelligence

## PROJECTS

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

December 2019 - Present

An arcade brick breaker game, made using Phaser 3 and TypeScript.

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

January 2019 - April 2019

A virtual reality, puzzle - shooter game where you magnetize and demagnetize objects in the game to solve and progress through levels.

**UBISOFT NEXT SHOWCASE (Level Design)**

December 2018 - March 2019

Level design submission for the annual showcase organized by Ubisoft. One of 10 students to pass on to the final round.

**VIDEO GAMES x HUMAN COMPUTER INTERACTION (Game UI / UX 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 (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

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**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

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**GRAPHIC DESIGNER and SECRETARY** for the Chestnotes A Capella Choir

September 2015 - Present

**GRAPHIC DESIGNER** for UofTHacks VI

September 2018 - February 2019