

Hayden Ross

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• <https://hayrossibz22.github.io/HaydenWebsite/>

Game Developer

As a Computer Science graduate, I have a robust foundation in data structures, algorithms, and object-oriented design, enriched by advanced studies in AI, Machine Learning, and Networking. My passion lies in game making and storytelling – a journey where I've been teaching myself 3D tools like Blender and creating games using Unity, Godot, and Unreal Engine. My coding proficiency, coupled with my enthusiasm for crafting engaging narratives and immersive game worlds, drives my commitment to delivering high-quality software. I am eager to bring my unique blend of technical skills, creative vision, and clear communication to a team where I can contribute to growth and innovation in game development.

WORK EXPERIENCE

Matrox • Dorval, QC, Canada • 08/2020 – 05/2021

Quality Assurance Specialist

- Demonstrated expertise in conducting regression tests, ensuring the delivery of fully functional products to customers. Read through documentation to create new tests, maintain test suites across multiple builds, and support engineering teams in debugging issues.
- Conducted root cause analysis and troubleshooting to identify and communicate bugs promptly to relevant engineering teams via JIRA, resulting in swift resolutions and improved product quality. Directly collaborated with the engineering teams in debugging efforts, particularly in C++.
- Conducted comparative analysis of competing streaming devices, designing and executing comprehensive tests to benchmark our services and devices against competitors. Communicated formalized results to cross-functional stakeholders through technical writing, aiding in strategic decision-making.
- Enhanced knowledge sharing by creating comprehensive technical specifications, increasing the team's understanding of networking protocols and bash files.

Student Work • Montreal • Full-time • 12/2017 – 08/2018

Lead Marketer

- Efficiently managed job coordination, ensuring the smooth transition of equipment between sites and facilitating the introduction of employees to new customers.
- Expanded customer base and revenue by securing 100+ new clients through effective cold calling and door to door marketing.
- Contributed to company growth by providing new employees with necessary training and supervision for success in sales

EDUCATION

Bachelor Of Computer Science

Concordia University • Montreal, Quebec, Canada • 01/2019 – 12/2023

Diploma Of College Studies In Pure And Applied Science

Dawson College • Montreal, Quebec, Canada • 01/2017 – 12/2019

PROJECTS

"Water": A Musical, Story-Driven Unity Game

11/2023 - Present

- Embarked on a creative journey to develop "Water," my first game built in Unity, focused on art, story, and music. The game offers a serene experience where the main character navigates waters, encountering musically talented animals that join the journey.
- Responsible for crafting immersive cinematics and designing assets using Blender, ensuring a visually captivating and emotionally engaging gameplay.
- "Water" distinguishes itself through its unique blend of relaxing gameplay, intricate storytelling, and musical elements, aiming to provide players with a tranquil and artistically rich gaming experience.
- <https://github.com/HayRossSibz22/Water>

Co-Founding SwavAI: Emotion Detection and Interactive Art Installation

SwavAI • 09/2023 - Present

- Co-founded SwavAI, an innovative venture integrating AI with mindfulness practices. Developed a cutting-edge emotion and person detection system using voice recognition technology. This AI tool assists users in mindfulness exercises by analyzing their emotions.
- The unique feature of SwavAI is its ability to synchronize these emotions with an art installation. This dynamic art piece, situated on a wall, adjusts its aesthetic in real-time to reflect the surrounding feelings, creating an immersive and responsive environment for mindfulness and emotional awareness.
- <https://www.linkedin.com/company/swavai/about/>

Parallel Quicksort on Hypercube Using Multi-Threading

Concordia University • 09/2022 - 10/2022

- Implemented a parallelized Quicksort algorithm in C++.
- Utilized multi-threading techniques to distribute sorting tasks across multiple threads, enhancing performance by leveraging modern multicore processors.
- Designed, debugged and optimized the algorithm to run on a hypercube topology, effectively utilizing the parallel processing power of interconnected nodes.
- <https://github.com/HayRossSibz22/HyperCube-Quicksort>

SKILLS

Agile Environment, Artificial Intelligence, Automation Testing, Bash, Cold Calling, Communication, Computer Network, Coordination, Creativity, Cross Functional Skills, Data Structure, GitHub, Java, JavaScript, JIRA, Linux, MySQL, Proven Track Record, Python, Quality Control, Regression Testing, Root Cause Analysis, Software Design Pattern, Software Quality Assurance, Speech Recognition, Storytelling, Supervision, Teaching, Technical Writing, Test Suite, Troubleshooting, TypeScript, Unity