Habibullah Saleem

Programmer And Developer

📍 Sydney, NSW 2170

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A graduate with a Bachelor of Science in Games Development paired with a sub major in Data Analytics. Proficiency in skills including web design & user interaction theory. Main programming languages are C++ and C# but am also experienced in python thanks to my sub major. Operate in a primarily Programming or Quality Assurance role within a team but have developed a series of solo projects with ease. I have completed a wide array of professional and personal projects, available to view at my web portfolio: **www.hsaleem.dev**

Skills

- C#
- C++
- Python
- Unity expertise
- Unreal Engine expertise
- Data Systems
- Quality Assurance
- React js

Work History

2023-01 - Current

University Tutor (Data Structures and Algorithms)

University Of Technology Sydney, Broadway, Sydney, NSW

- Created plans and communicated deadlines to complete projects and marking on time.
- Learned new skills and applied to daily tasks to improve efficiency and productivity.
- Tutored C++ and several intermediate programming concepts, such as recursion and scalability theory.
- Tutored classes of 20+ students.

2022-07 - 2022-12

Junior Game Developer Intern

Playbox Studios, Paramatta, NSW

- Worked along side a publishing and development team to produce a game.
- Utilized C# to develop object-oriented programming architecture.
- Developed on the Unity engine, with a team of developers, organizing and assigning tasks internally, as well as managing and attending scrums.
- Iteratively progressed through the production of a game, using QA instances to refine and perfect the product.

2021-11 - 2022-10

U@Uni Workshop Mentor

University Of Technology Sydney, Broadway, Sydney, NSW

- Designed teaching curriculum which progressed through core programming principles as well their implementation within games development.
- Taught Unity and C# in a series of workshops.
- Developed tutorials for these workshops, in which programming milestones were tackled through a series of mediums.

2017-06 - 2017-09

Software Analyst

CBIG, Sydney, NSW

- Created customized development frameworks for customers based on specific business goals and budgetary constraints.
- Performed user account maintenance tasks, archiving defunct credentials and monitoring login systems for suspicious trends.
- Worked closely with business users and business analysts to understand functionality and propose creative solutions to meet business needs.

Education

2020-01 - 2022-12

Bachelor of Science: Games Development

University of Technology Sydney - Sydney, NSW

References

Dr. William Raffe *Course Coordinator (BSc. Games Development)*
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More references available on request