

# JAAN SANGHA

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## Highlights of Qualifications

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- 5+ years of programming experience in C++ and other related languages
- Knowledge of popular source control software
- Exceptional ability to work with teams and maintain good relationships with co-workers

## Technical Skills

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- **Languages:** C++, C#, Java, C, Swift, Python, JavaScript
- **Other:** Unity, Unreal Engine 4, HTML 5, CSS, Git, Trello, Perforce

## Employment Experience

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RGIS, Toronto, ON

08/2020 - Current

*Inventory Specialist*

- Streamlined business performance by providing identifying any potential discrepancies in warehouse inventory while coordinating with team members to ensure we maintained an efficient approach in managing the inventory
- Verified that our results were inputted accurately by using handheld scanners to input merchandise data

## Projects

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Exiled Princess

Jan 2021 - Current

- Currently working on a combat level progression game where the player can use different techniques to clear enemies on each level. We are planning to release the game on Nintendo Switch and Windows in September.
- **Built With:** Unity, C#

Car Arena Game

Sept 2020 - Dec 2020

- Built an arena style game where the player takes control of a car and must traverse the map and destroy all the turrets before they get destroyed. Collaborated with another developer to create the game physics from scratch, without any pre-set physics.
- **Built With:** Unreal Engine 4, C++

## Education

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Ontario College Advanced Diploma: Game Programming

Expected Graduation April 2022

George Brown College, Toronto, ON