JAAN SANGHA

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GAME PROGRAMMER / FULL STACK DEVELOPER

Knowledgeable and detail-oriented entry level programmer with experience working in a fast-paced environment. Solid familiarity gained in developing video games through various projects and a 3-year program taken with George Brown. Highly developed technical and analytical skills with experience in working as part of an efficient and goal-oriented team. Strong communication skills with ability to resolve problems with a calm and professional demeanor.

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

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EDUCATION

Ontario College Advanced Diploma: Game Programming   Graduated April 2022
George Brown College   Toronto, ON

Major Units of Study: Advanced programming, Artificial Intelligence, Mathematics, Data Structures and Algorithms, Game Physics, 3D Graphics Programming, Game Engines, Game production, Console Game Development, Multiplayer Systems, Mobile Game Development etc.

The Complete 2023 Web Development Bootcamp   Completed August 2023
Udemy
Major Units of Study: Flexbox, Bootstrap, jQuery, Node.js, Express.js, Git, API's, SQL and NoSQL databases, MongoDB, Mongoose, Authentication and Security, React.js.

RELATED PROJECTS

Cardemon   September 2022 - Current
- Currently working on a turn based combat game that has many popular RPG elements like; card collecting, melee combat, farming, crafting.
- **Built With**: Unity, C#

Roly Controly   February 2023 - Current
- Currently working on a mobile game where the player uses their device accelerometer to move the ball around and complete different levels.
- The game is currently in early access on the Play Store.
- **Built With**: Unity, C#

EMPLOYMENT HISTORY

Game Developer   March 2023 - Current
Nibbit.ai   Toronto, ON
- Brainstorm and design mini game concepts and elements by coordinating with the design team
- Develop frameworks and translate design ideas into clean and efficient code by deploying game engine
- Test game features and ensure bug free releases

IOS SUPPORT ADVISOR   May 2022 - September 2022
Apple (Contract)   Toronto, ON
- Identify and solve complex technical problems with work-issued programs based on customer feedback and needs
- Develop a strong knowledge of Apple products in order to provide accurate and efficient support to all customers
- Used CRM technology to log and provide accurate solutions to all customers