

Saqib Taha

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Junior Developer

Web Development | Game Programming | Problem-Solving

Skills

- Languages: C#, JavaScript, Python, HTML, CSS, Java, MERN stack.
- Frameworks Used: Unity (2D & 3D), Unreal Engine (Basic)
- Knowledge in UI/UX Design (Web, Apps, Games)
- Tools: Visual Studio, Blender, Photoshop, After Effects, Premier Pro, Canva
- Media Skills: skilled in video editing and content creation using After Effects and Premiere Pro
- Strong Problem-solving Skills, with a keen ability for debugging and testing

Education

Game – Programming (Co-op) Advanced Diploma

Sept. 2024 – Present

Centennial College, Toronto, ON

Relevant Courses:

Client-Side Web Development

Web Application Development

Unix/Linux OS

Software System Design

Game Programming

Assets for Game Devs

Software Req. Engineering

Java Programming

C# Programming

Personal Projects

2D Platformer Game

- Built a simple platformer game in Unity2D with movement, Attack, jump and Dash mechanics. Added Enemies and Bosses with basic attacking logic.
- Designed a UI for the Main Menu and an In-Game Menu.

Snake Game

- Developed a basic snake game using Unity2D with real-time score tracking
- Implemented a food spawning mechanism and added game difficulty

Interests

- **3D Environment Design (Blender):** I enjoy creating Simple 3D environments using Blender and often combine free assets from the internet
- **Video Editing:** Skilled in editing videos and creating content using Premiere Pro
- **Level Design:** Passionate about designing simple game levels to improve gameplay experiences