

SHUBHAM MALHOTRA

+1(647) 833-6592◇ Windsor, ON

[Personal Website](#) ◇ [Linkedin](#) ◇ [Github](#)

SKILLS

- Programming Languages: C#, C++, Java, JavaScript, Python, TypeScript
- Tools and Frameworks: Visual Studio Code, React, NextJS, Git, GitHub, Perforce, P4Merge, Jira, Slack
- Databases: SQL, MongoDB

EXPERIENCE

Software Engineer

KoolHaus Games Inc

Apr 2022 - Dec 2022

Vancouver, BC

- Played a key role in developing Temple Run for Apple Arcade, a game with over 5 million downloads and a stellar 4.5-star rating.
- Utilized Unity and C# while also creating essential plugins in Objective-C.
- Focused on enhancing gameplay by incorporating controller input, resulting in a 20% increase in player engagement.
- Innovatively implemented lane-based movement for various platforms, including Apple TV, Mac, and controller input.
- Elevated the gaming experience by upgrading assets to support stunning 4k resolution for Apple products.

Teaching Assistant

University of Windsor

Jan 2023 - Present

Windsor, ON

- Experienced in teaching students data structures and algorithms, such as trees, linked lists, sorting algorithms, and graph algorithms.
- Developed course materials and study guides to help students understand the topics in-depth.
- Assigned and graded homework, quizzes, and exams to evaluate student progress.
- Mentored and provided guidance to students as they worked on their projects.

EDUCATION

Bachelor of Science Honours Computer Science with Software Engineering Specialization Co-op,
University of Windsor

Expected 2024

Relevant Coursework: Introduction to OOP utilizing Java, Computer Architecture, Data Structures, Linear Algebra, SDLC, and Software Development using Java 3D.

PROJECTS

Flexibble.

Sep 2023 - Present

- Developed "Flexibble," a Dribbble clone using Next.js, GraphQL, and TypeScript, offering a dynamic platform for designers and creatives to showcase their work.
- Implemented server-side rendering (SSR) with Next.js to enhance page load times and SEO performance, resulting in a smoother user experience.
- Utilized GraphQL for efficient data retrieval and real-time updates, allowing users to interact with and discover creative content seamlessly.

Solar System.

Jan 2023 - Apr 2023

- Developed a 3D Solar System visualization using Java3D, accurately depicting planetary positions and movements.
- Integrated user-controlled spacecraft for interactive exploration of the model, optimizing graphics for smooth transitions.
- Collaborated with a team to enhance user interaction and continually improve the model's features based on real-world data.

Flappy Bird.

Aug 2023 - Sep 2023

- Recreated 'Flappy Bird' using C++ and the powerful SFML library, renowned for its Graphics, Audio, and Windows modules.