

# TAJINDER NIJJAR

Brampton, ON  
(647) 617-4095  
[tnijjar2@my.centennialcollege.ca](mailto:tnijjar2@my.centennialcollege.ca)

A results-oriented student of software engineering technology, specializing in Game Programming. Trained in **object-oriented programming**, user-oriented **interface design**, QA, Agile methodology, technical documentation (SRS/SSD) and application of the SDLC. A strong aptitude for problem solving, analytical and performing **debugging**. An effective communicator with an excellent ability for collaboration with diverse people.

## SKILLS OVERVIEW

- Possesses a unique technology and business background as a **software engineering** student with completion of a **Bachelor of Business Administration** (Accounting), demonstrating a strong mathematical acumen
- Knowledgeable of programming with: C#, JavaScript, CSS, HTML, Java and SQL
- Applied project experience with industry tools: Git, Visual Studio Code, MS Visio, MS Office, React
- Experience with game development: Blender, Unity (2D & 3D) game development, and asset creation

## EDUCATION

<b>Game Programming (Co-op) Advanced Diploma</b>	Sept. 2023 - Present
Centennial College, Toronto, ON	GPA: 4.3 / 4.5 (A)

### Key Focus Areas:

Database Concepts (SQL)	C# Programming	Assets for Game Developers
Game Programming (Unity and C#)	Client-Side Development (JavaScript)	Web Interface Design
Game and Simulation	Unix/Linux Operating Systems	Java Programming
Software Systems Design	Software Requirements Engineering	Web App Development

<b>Bachelor of Business Administration - Accounting</b>	Sept. 2019 - April 2023
University of Guelph-Humber, Toronto, ON	

## SELECT PROJECTS

### Bug Catcher Web Game - HTML, CSS and JavaScript

- Developed a game that allows players to click on a moving bug on the screen, gaining points for each time they 'catch' a bug with the speed increasing as more bugs are caught
- Designed an engaging and user-oriented interface showcasing user score and options to reset the score/speed

### Software Requirements Specification Document – *Sports Trainer VR Application*

- Collaborated in a team using Agile practices for the development of an SRS document for a VR application, *Sports Trainer VR*, that allows users to practice training in multiple sports through VR technology
- Created UML diagrams and Gantt chart, as well as functional/non-functional requirements sections

### Retail Database - SQL

- Developed a database that allows retailer to store, update, retrieve and maintain inventory as well as store customer data such as name and address
- Developed the database following the provided ERD, completed QA and submitted the deliverable

### Pong 3D - Unity

- Developed a 3D game, where one player controls the left paddle and the other the right paddle
- Created an intuitive menu to allow players to select a difficulty level which affects the speed of the ball as well as a score to win the game

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## WORK EXPERIENCE

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### **Fulfillment Associate**

Dec. 2020 - May 2022

GoodFood Market, Mississauga, ON

- Pick and pack customer orders on an assembly line, ensuring accuracy of customer orders and completing all orders in a timely and efficient manner
- Demonstrated leadership skills when leading the line, ensuring each individual is on task, working safely, and progressing orders in an efficient manner