

Vrajang Parikh

2B Computer Science | Student ID: 20831278



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Vsparikh



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SKILLS

Languages

• C++ • C • Python • C# • MIPS assembly

Tools

• Unreal Engine • Unity • Git • Linux

RELEVANT EXPERIENCE

Game Programmer (Remote)

Behaviour Interactive Inc. | September 2020 - December 2020

- Developed and improved game components (UI, graphics, sound, etc.) and refined game mechanics
- Fixed bug related to various game mechanics and UI components
- Worked with artists and game designers to identify constraints and solve design problems

Event Organizer Intern

Rexdale Women's Centre | July 2019 - August 2019

- Designed and monitored various workshops related to social media, cyber-bullying, and mental health for youth between 8 to 13 using Microsoft Office Suite
- As a part of a team, planned and organized field trip activities, resulting in positive reviews from parents
- Effectively managed front desk by assisting clients in person, and over the phone

PROJECTS

Tanks

Unreal Engine | C++

- Developed single-player tank game in Unreal engine using C++ and blueprints to solidify knowledge of components and game flow

Lambda Calculus Interpreter

Python

- Implemented parser for untyped lambda calculus to strengthen understanding of functional programming

Line follower Robot

PICAXE microcontroller

- Designed and programmed line following robot using PICAXE microcontroller chips, servo motors, and photoresistors

EDUCATION

University of Waterloo

Bachelor of Computer Science | Expected April 2024

- Dean's Honours List (Cumulative Average: 92.40%)
- Relevant Courses: CS240E: Data Structures and Data Management Enriched