



Zahida Shahid

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Personal Statement

As a Software Engineering graduate from COMSATS University Abbottabad, I am proud to possess exceptional teamwork, communication, and leadership skills. Through my active involvement with IEEE Women in Engineering, Affinity Group (WIE AG), I have had the opportunity to develop and grow as a leader, progressing from a volunteer to the chairperson role. During my academic journey, I have undertaken several challenging projects, including designing and developing a gaming platform for my Final Year Project. These experiences have allowed me to further enhance my technical skills and gain invaluable practical experience in software development. With my academic achievements and leadership experiences, I am confident in my ability to excel in a professional environment and contribute positively to any team I am a part of.

CORE COMPETENCIES

Teamwork | Leadership | Communication | Problem Solving

CAREER HIGHLIGHTS

Developed and designed a gaming platform named ASSEMBLED Games.
Participate in Global Game Jam in 2020. The Global Game Jam (GGJ) is the world's largest game creation event taking place around the globe.

Relevant Work Experience

Ineffable Dev Islamabad

Sep 2021 – Present

I am currently employed as a Unity Game Developer, specializing in the development of 2D games. In this role, I leverage my technical expertise and creativity to design and develop innovative games that provide an enjoyable user experience.

TechScape Software Technology Park Gilgit

Nov 2020 – Dec 2022

I have had the privilege of working as a Junior Game Developer at TechScape Software Technology Park Gilgit, where I gained valuable experience in the gaming industry.

IT Consultant at JanHRM

Aug 2021 – Dec 2021

I have previously worked as an IT consultant, where my primary focus was on designing and developing websites. During this role, I utilized my technical skills and creativity to create visually appealing and functional websites that met the requirements of various clients.

ASSEMBLED Games

As part of my Final Year Project, I led the development and design of a gaming platform named ASSEMBLED Games, consisting of seven different genres with at least one game in each genre. As a group project, I personally developed and designed four games, showcasing my technical skills and creativity in game development. This experience has equipped me with a strong foundation in game development and project management.

E-Diary, Connect & LMS for C++ Basics

I have experience in writing front-end code for web applications such as E-Diary and Connect (Social Networking Website). Through these experiences, I have developed a strong understanding of front-end development.

Designed and developed "Connect", a user-friendly social networking web application for people to communicate and build social relations.

I developed and designed a semester project named "LMS for C++", a web application aimed at beginners to cover all the basic concepts of C++.

ACHIEVEMENTS

Chairperson IEEE WIE AG, CUI ATD

Apr 2021 – Dec 2021

As a leader, I successfully led various technical and non-technical events and webinars, overseeing all team activities and ensuring their successful execution.

Vice Chairperson IEEE WIE AG, CUI ATD

Dec 2019 – Apr 2021

I have extensive experience in organizing and managing a variety of events, including supervision of all activities to ensure their successful execution.

Proctor IEEE WIE AG, CUI ATD

June 2019 – Dec 2019

As a proctor, I was responsible for ensuring high discipline during events and maintaining a professional environment within society. My dedication to maintaining order and professionalism has been recognized and appreciated by my colleagues.

EDUCATION & PROFESSIONAL DEVELOPMENT

Bachelor of Software Engineering

2017-2021

Comsats University Islamabad, Abbottabad Campus

TECHNICAL SKILLS

IntelliJ IDEA | NetBeans | C# | Git | GitHub | Visual studio | Scratch | Unity | Visual Paradigm | Pixel art | Aseprite

LANGUAGES

English | Urdu | Shina | Burshaskhi