



Zaid Arshad

SOFTWARE DEVELOPER

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EXPERIENCE

Software Engineer Intern

May. 2025 – Aug. 2025

Electronic Arts/Respawn Entertainment | Apex Legends Shared Tools Team

Implemented telemetry using C++ for Apex Legend's core build tool used to pack game binaries.

Designed a multi-process workflow in Miro for the build and release team to integrate telemetry.

Maintained asset manager using C# and WPF to automate battlepass & event creation.

Cleared out the entire Jira backlog assigned to a teammate to alleviate workload.

Gathered requirements from content managers to gain more context on their needs.

Delivered patch notes to describe my changes and give visibility to the whole studio.

Full Stack Developer Intern

Jan. 2024 – Aug. 2024

Sony Pictures Imageworks Inc. | Infrastructure – Web & Apps Team

Developed a communication tool used in Spider-Verse, Minecraft and other major productions.

Created using Angular to be used by 200+ artists to discuss and give feedback on assets.

Implemented a Flask backend to be used by maya plugins with thread safe techniques.

Constructed a robust test suite that displays performance disparity between tests.

Conducted demos, presentations and meetings to HODs and supervisors.

Deployed production versions of the app using GitLab automation and Docker.

Software Developer Intern

Sept. 2022 – Apr. 2023

Safe Software Inc. | CAD/Modeling/Database Team

Developed for the company's core product: feature manipulation engine using primarily C++.

Maintained readers and writers for CAD, GIS, 3D and many other formats.

Bolstered program's DBMS to better support Oracle, SQL, SQL Server, DB2 and more.

Optimized performance regressions caused by changes to codebase.

Dissected bugs, stories and tasks on Jira in an agile environment.

Worked extensively with Visual Studio debugging tools to resolve tickets.

EDUCATION

Simon Fraser University | B.Sc in Computing Science | Sept. 2020 – Present

LANGUAGES

C++, Python, TypeScript, C#, C, Java, Kotlin, JavaScript, HTML, CSS, SQL, GLSL

TECHNOLOGY

Angular, Android, Qt, SFML, Flask, Sockets, Unity, OpenGL, Unit Testing, React
Tailwind, ASP.NET, WPF, Spring Boot, Swing, Shotgrid, Electron, Linux

SOFTWARE

Git, Perforce, Jira, gdb, Valgrind, Figma, Miro, Visual Studio, Premiere Pro

AWARDS

Mountain Madness: Hackathon Category Winner, SFU Falls Hacks 2021: 2nd Place