# Adrian Bathan

- ♀ Calgary, AB, Canada
- Bachelors in Computer Science
- Q Languages: English, Japanese

**4** (403) 971-9860

**PROJECTS** 

Fall 2019

- @ adrian.bathan@shaw.ca
- github.com/adrianbathan
- https://aeroboxgames.com/
- www.linkedin.com/in/adrian-bathan-b633691a9

RateMyWaifu.moe

#### **EMPLOYMENT HISTORY**

#### Spring 2020-Current

#### **AeroboxGames**

Developer · Alberta ♥

- Designed and implemented game features and UI for an indie game with over 300 sales built with Unity3D and
- Provided and received feedback in peer code reviews to ensure code quality using GerritHub.
- Facilitated alpha and beta testing phases prior to the Steam release.

#### Project Director · Alberta ♥

- Hired a composer with 100k+ listens.
- Recruited a team of 30 beta testers for gameplay balancing.
- Collaborated with a team in making promotional material to market the game release.

#### Winter 2020-Current

#### Wing's Fine Food

RESTAURANT MANAGER · Calgary •

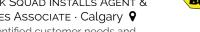


- Supervised employees throughout preperation and service of over \$2000 of sales per day.
- Kept restaurant compliant with all federal, provincial and local hygiene and food safety regulations.
- Managed schedules for entire staff of over 20 employees.
- Responsible for bookkeeping the restaurant's sales, income, payroll and other finances.

#### 2012-2018

## **Best Buv**

GEEK SQUAD INSTALLS AGENT & Sales Associate · Calgary 9



- Identified customer needs and upsold to higher value products as often as possible
- Regularly met all established sales goals and frequently exceeded monthly goals by 10 to 20 percent.
- Scheduled in-home Geek Squad appointments for customers.
- Installed and serviced electronics systems in client's house.



Developed a RateMyProfessors-inspired website for rating fictional characters, built using the Flask web framework with a Bootstrap front-end and MySQL server back-end.

Winter 2019 **Keep Touching and Nobody Explodes** 

Developed a Keep Talking and Nobody Explodes-inspired bomb-diffusing puzzle game for the Novint Falcon Haptic device to simulate touch feedback when interacting with the bomb and puzzles, built in C++ and Chai3D libraries.

Winter 2019 Realtime Non-Photorealistic Scenes

Implemented various forms of non-photorealistic rendering in real time such as toon shading and hatch sketching by making various shaders.

Fall 2018 **3D Character Creator** 

Used OpenGL and C++ to implement subdivision methods and half-edge data structures to developed a 3d character modeller.

Fall 2018 **VR Submarine** 

Developed a mobile VR game for the Google Cardboard built with Unity3D

#### EDUCATION

#### December 2019

**Bachelor of Science** 

COMPUTER SCIENCE . University of Calgary 🏛



- Concentration in Computer Graphics
- Minor in Japanese Languages

### April 2013

**ELECTRONICS ENGINEERING** TECHNOLOGY ·

Southern Alberta Institute of Technology 🟛



# Extracurriculars

# 2018 - 2019

# **Competitive Programming Club**

VICE PRESIDENT

- Responsible for training junior execs
- Responsible for setting up and judging programming contest events like ACPC and CCPC

#### 2017 - 2019

### **Programming Contests**

CONTESTANT

- Calgary Collegiate Programming Contest
- Alberta Collegiate Programming Contest
- Calgary Hacks: University of Calgary Hackathon

# TECHNICAL SKILLS

Languages

C/C++, C#, Python, SQL, Javascript, Java, HTML,

Software

Git, Vim, Linux, Unity3D, Blender, OpenGL, Flask, Chai3D, Android Studio