

Adrian Bathan

📍 Calgary, AB, Canada
🎓 Bachelors in Computer Science
🗣 Languages: English, Japanese

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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 C#.
- 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 preparation 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 Buy

GEEK SQUAD INSTALLS AGENT & SALES ASSOCIATE · Calgary 📍

- 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.



TECHNICAL SKILLS

Languages

C/C++, C#, Python, SQL, Javascript, Java, HTML, L^AT_EX

Software

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

PROJECTS

Fall 2019

RateMyWaifu.moe

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

Diploma

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