

# Adrian Bathan

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

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## EMPLOYMENT HISTORY

 myntex

Spring  
2021–  
Current

### Myntex

SOFTWARE DEVELOPER · Calgary 📍

- Worked with a majority of Myntex's core products.

**ChatMail** - Implemented several features for a secure messaging app with over 5000 worldwide enterprise clients.

- Image Editor - Implemented crop, rotate, flip, a pen tool, text, and undo/redo history up to a 100 bitmaps to an image.
- View All Media - Added functionality that retrieves images from a database of time-sensitive messages and displays them.
- Provided automated UI testing using Espresso on Android Studio for over 80% of ChatMail's codebase for user workflows.

**Custom Android OS** - Worked with Google's AOSP to contribute to development of a custom, security-hardened operating system.

- OTA Updater - Implemented over the air automatic system updater for the custom OS.
- Run-time/Build-time Overlays - Built 100+ overlays to override layouts and resource files provided by AOSP to customize the appearance of the OS.



Spring  
2020–  
Winter  
2021

### 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–  
Spring  
2021

### 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.

## PROJECTS

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

## TECHNICAL SKILLS

Languages

Java, C/C++, C#, Python, SQL, Bash, JavaScript, Kotlin, HTML,  $\LaTeX$

Software

Android Studio, Git, Vim, Linux, Unity3D, Blender, OpenGL, Flask, Chai3D, GerritLab, Repo, Swagger

## EDUCATION

  
UNIVERSITY OF  
CALGARY  
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