

Akil Fernando

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Professional Summary

A recently-graduated Computer Science student eager to grow and contribute in roles in software engineering, game development, and cross-platform mobile and web apps.

Education

[Dalhousie University](#), Halifax, NS

Bachelor of Science in Computer Science (CGPA: 3.92)

- Sexton Distinction – an award for exceptionally high GPA in the program. From a batch of over 600 undergraduates, only 15 students received this distinction across all programs.
- Certificates for *Communications and Cyber Security* and *Web and Mobile Development* for completing a curated set of courses specializing in each of those areas.

Work Experience

[Ubisoft Halifax](#), Apr 2024 – Aug 2024

Junior Programmer (Co-Op)

- Participated as an effective member of a multi-disciplinary Agile team of roughly 10 people to successfully get the project through its pitch demo and proceed to its next milestone.

Projects

[Project Title Withheld Due to NDA] – Ubisoft Halifax

- Successfully studied and documented a large legacy codebase from an already-published game to serve as the foundation for the new project. Most of the team would have been severely inhibited or unable to do their tasks had this task not been completed properly and on-time.
- Added new gameplay features by utilizing existing systems as well as creating new bespoke ones according to directives set out by game design, successfully getting the project ready for its pitch demo as well as proceeding beyond it, to the next milestone, exactly on schedule.

Happbit – Cross-Platform Habit Tracker App (GitHub: github.com/akilfernando/Happbit)

- Developed a habit tracker using React Native with a focus on a streamlined and distraction-less UI which helps users enter and track any number of daily habits with minimal friction.
- This project was done solo as part of my Mobile Computing course and earned me an A+.

Ammo = Life – Solo FPS Game (Portfolio: akilf.itch.io)

- Developed an entire Unity game demo from scratch in two weeks to demonstrate my ability in technical art and programming for game development.
- This portfolio piece helped secure my co-op placement at Ubisoft.

Technical Skills

- **Languages:** JavaScript, Java, C#, Python, C, SQL, PHP
- **Tools & Frameworks:** Unity, React Native, Expo, Firebase, MERN stack, Bootstrap, Three.js, Android Studio, Blender, Maya, Audacity, GIMP, AutoCAD
- **Workflows:** Agile (Scrum/Kanban), Git version control

Certifications & Languages

- Level 4 Diploma in Computing – NCC Education (2021)
- English: Fluent (IELTS Score: 8.5) | French: Basic