



# Steve Smith

## Software Developer

To pursue a career in a growing and dynamic organization, putting my all efforts and knowledge to firm's activities, thus rendering all possible services in my capacity to the organization, to effectively contribute to the optimal growth of the organization.

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📅 22 June, 1996

## WORK EXPERIENCE

### Data Annotator

#### Freelancing

(Autonomous Driving Project)

*Achievements/Tasks*

- Work with USA based client on Autonomous Driving Project
- Annotate traffic images dataset into multiple classes using Visual Object Tagging Tool (VoTT)

### Programmer

#### Harvard University

USA

Summer Internship

*Achievements/Tasks*

- Script Writing of Unity 3D, Design, production and Visual Arts,

### Game Designer

#### Harvard University

USA

Summer Internship

*Achievements/Tasks*

- Character Designing, Animation making, 3D model Designing

## EDUCATION

### Matric

#### Waterloo School Austin

Texas

- Computer Science

### ICS

#### Waterloo School Austin

Texas

- Computer Science

### Bachelor of Science in Computer Science

#### Harvard University

USA

## SKILLS

Microsoft Office

Microsoft Visual Studio/ My SQL

Unity 3D / Maya / Blender

Adobe Illustrator/ Photoshop

Programming Languages (C, C++, HTML,HTML5 , CSS)

## PERSONAL PROJECTS

### Desktop App for Cricket Club Management System

- Visual Programming

### Roller Madness Game / First Person Shooter Game

- Unity Project

### Kids Self Defense Training Game

- Final Year Project

## LANGUAGES

ENGLISH

Professional Working Proficiency

## INTERESTS

Sports

Computer Games

Game Designing

Traveling & Adventures

Martial Arts