# Amandeep Malhi

Portfolio: www.amandeepmalhi.com
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## HIGHLIGHTS

- Exceptional skills in coding languages such as Java, C, C# (with Unity Game Engine), HTML5/CSS, JavaScript and knowledge of design software such as Adobe Photoshop, Illustrator, Dreamweaver, Axure wireframing and Maya for 3D modelling and rendering.

- Ability to handle multiple projects at the same time, through experience with balancing several classes and tasks in a professional work environment.

- Leadership and excellent communication skills gained from working in a fast paced environment, interacting with customers and working as part of a team in over 15 group projects in SFU.

- Quick, independent learner with an ability to research and apply new skills to projects.

## DESIGN EXPERIENCE

### Programmer / Game Designer - Brobobots (4th Year Course)      April 2018

- Created a 2D/3D Co-op Action Puzzle Game using Unity Game Engine and C# scripts.
- Programmed players / abilities, enemy behaviour and dynamic split-screen and game controller input.
- Imported sprites for player and enemy animations.
- Resulted in a fully playable co-op game that was presented in a student showcase with Industry Judges.

### Game Designer - The Murphey Frame (3rd Year Course)      July 2017

- Created a narrative 2D game using Unity Game engine.
- Brainstormed ideas and wrote script for final game concept.
- Coded all playable elements using C# coding language and conducted playtesting for feedback.
- Resulted in a playable 2D prototype PC game which followed a compelling narrative.

### 3D Model Designer - Canopy (3rd Year Course)      July 2017

- Brainstormed and collaborated with team members on designs for a VR headset.
- Created a 3D model of the virtual reality headset using Maya, which was then used as the basis to create the physical prototype model.
- Resulted in a clean 3D render of the final VR headset which was used on the final poster for the showcase presentation.

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**Web Content Coordinator** - Punch Tools Inc. (Coop Position)          February 2017 - May 2017

- Maintained two of the companies web-pages and social media accounts.

- Worked with owners of the company to develop and post web-pages.

- Designed online advertisements which were posted to both websites and social media accounts.

- Resulted in a 200% increase in sales in the months of March and April compared to previous years.

## OTHER EXPERIENCE

**Customer Service** - Safeway          November 2015 - October 2016

- Prepare and maintain a full produce stock outfront, and a clean and presentable department at all times.

- Interact with customers, answer their questions about the produce department and the store and company in general.

- Balance and quickly prioritize tasks in a professional environment.

- Resulted in a clean department, higher customer satisfaction and overall higher sales and reputation for the company.

## EDUCATION

May 2013 - Present

- Current Student at Simon Fraser University in the SIAT program (School of Interactive Arts and Technology). **Relevant courses:** Foundations of Game Design (Unity), Advanced Game Design (Unity); Graphic Design; Human-Computer Interactions (cognitive science); Web Design & Development (HTML); Spatial design & thinking; Design Communication & Collaboration (writing), Animation (Maya).

## INTERESTS

- Passionate about game design and graphic design, as well as learning more about 3D modelling and animation.

- Avid reader that enjoys reading an array of books and short stories.

- Regularly volunteers at local Sikh places of worship, and enjoys volunteering at events and around the community.