Amandeep Malhi

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Phone: (604)-600-7475

HIGHLIGHTS

- Exceptional skills in design software such as Adobe Photoshop, Illustrator, Dreamweaver, Axure wire framing, 3D modelling and rendering software Maya, Java and knowledge of HTML coding language for creating and editing web pages, as well as a basic understanding of Unity for 2D games.

- 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 and interacting with customers, and working as part of a team in over 10 group projects in SFU.

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

DESIGN EXPERIENCE

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.

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.

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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.

Event Planning - SFU Open House   March 2013

- In charge of prize and ticket desk. Worked in a team and individually on tasks that were given.

- Kept track of visitors scavenger hunt sheets, and gave the corresponding number of raffle tickets for them.

- Assisted with the transportation of supplies and decorations.

- Able to be flexible and assist in other areas at the open house when needed, and complete previously assigned duties.

EDUCATION
                                                                                        May 2013 - Present

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

INTERESTS

- Passionate about game 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 round the community.