

Contact

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Github

<https://github.com/amanm007>

ArtStation

<https://sssn1pee.artstation.com/>

Education

2019-2024

**Bachelors of Applied Sciences,
Computing Sciences**
Simon Fraser University, Canada

Technical Skills

- **PROGRAMMING LANGUAGES:**
C, C++, C#, Java, Python, SQL
- **SOFTWARE:**
Unity3D, Maya, GIT, Adobe Apps,
Figma, Microsoft Visual Studio, Eclipse

Key Skills

- Coding
- Game Development
- Character Modelling/ Texturing
- Game Designing
- UX/UI Design
- Database Management
- Data Structures & Algorithms
- Creative Writing & Oration

Languages

- English
- Hindi
- Punjabi

Aman Singh

Software & Game Developer

Work Experience

September 2021 - January 2023

Best Buy, Vancouver, BC

Connected Solutions Advisor

- Regulated technical solutions for customers with a wide variety of needs
- Achieved high sales and warranty standards recognized throughout the industry.

May 2021 - August 2021

Focus Acquisitions, White Rock, BC

Sales Leader

- Headed brand awareness campaigns through on-site, face-to-face interactions.
- Organised marketing campaigns after conducting preliminary research.
- Supervised second-round Interviews and started hiring new reps for the field

Technical Project Experience

July 2023

Advance Fps Movement (Personal Project)

- Currently developing an Advanced Movement FPS game inspired by **Black Ops 3**, incorporating innovative gameplay mechanics and movement systems like **Jetpacking**, **Wallrunning**.
- Implementing realistic and responsive first-person shooting mechanics, including **weapon handling**, **recoil**, and **aiming systems**.

May 2023

FPS Game (Personal Project)

- Built an **FPS** Game on **Unity3D** and developing a real world using **integrated** assets.
- Implemented various game mechanics and features, including **player movement**, **shooting mechanics**(RayCast), **enemy mechanics**.

March 2023

A Toaster's Tale (Academic Team Project)

- Rigged and animated characters in the project using **Maya**.
- Modelled and rigged the hand and the toaster along with the environment lighting.
- Project Website: <https://iat343.framer.website/>

August 2022

Cube Runner (Personal Project)

- Developed a **3D runner game** using Unity, where you run through different levels trying to dodge obstacles where obstacles and pacing increments with various levels.

April 2022

Aquatic Ecosystem

Multimedia Programming for Art and Design, IAT 265, SFU

- Built an animated aquatic ecosystem existing in **Java**, with aquatic creatures that move, eat, and die and predators that hunt them.
- Integrated different libraries such as **Geom**, **Graphics2D**, **Shape**, handled collision using **FOV/Feeler** with the help of **PVector** library using **Eclipse**.

April 2022

SFU SNAP App

User Interface Design, CMPT363, SFU

- Performed an **HE** evaluation of SFU's SNAP app.
- Designed and developed interactive medium and high-fidelity prototypes using certain principles on **FIGMA**.
- Applied user-centered design methodologies to create intuitive and user-friendly interfaces for optimal user experience.

December 2021

Maze Arcade Style 2D Game

Introduction to Software Engineering, CMPT276, SFU

- Assembled a 2D interactive game using **Java**, used **Apache Maven** for managing and building the project.
- Designed **UML** class diagrams using **Abstract Factory Design** Patterns, did heavy Test-Driven Development using **JUnit** framework and used **GitLab** for the whole process.