

# Ammar Khan

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## EDUCATION

### Dalhousie University

Bachelor of Computer Science

Halifax, NS

September 2019 – August 2023

## RELEVANT EXPERIENCE

### Junior Developer & QA Tester

MARS VR Lab

January 2022 – August 2022

Halifax, NS

- Developed VR technology-based interactive elements in the Unity engine using C# programming, contributing 5K+ lines of code to an established codebase via Plastic SCM.
- Collaborated with animators, level designers, and the leadership team to successfully ship over 5 innovative game levels for IWK Health Centre in a fast-paced environment.
- Conducted rigorous testing on the application's database to validate data management operations, contributing to the overall stability and reliability of the access control system.
- Executed game testing plans using different testing methodologies and ensured Quality Assurance standards were met throughout the testing phase.

### Software Quality Assurance Engineer

Modest Tree

May 2021 – August 2021

Halifax, NS

- Created and executed test cases while identifying and tracking defects across multiple platforms, contributing to over 10 major releases.
- Designed various 3D and virtual reality solutions using the Modest3D development suite.
- Leveraged cross-functional collaboration with the development team to perform intricate software testing, driving a 30% enhancement in product functionality.
- Independently managed and executed the Quality Assurance process, compiled comprehensive documentation, and actively participated in strategic planning for the successful public release of the company's innovative mixed reality software solution.

## ADDITIONAL EXPERIENCE

### Live Data Operator

Nielsen

August 2023 – Present

Halifax, NS

- Monitor and record live statistics for major North American sports events using various software.
- Ensure accurate data entry and maintain quality standards for output in sports websites and applications.
- Collaborate with a team, providing consistent and timely reporting while adapting to league schedules.

## PROJECTS

### Car Maintenance Web App | React

July 2023

- Developed a user-friendly React web application, integrated with REST APIs and a MySQL database, that serves as a comprehensive platform for car owners to track maintenance schedules and find nearby local vendors.

### Otrio Board Game | Android Studio

March 2023

- Developed an Android application for *Otrio*, a strategy board game, implementing game logic and multiplayer capabilities to provide a fun and casual gameplay experience for users.

### Endless Runner Game | Unity Engine

November 2022

- Created an engaging 3D endless runner game in Unity Engine, showcasing immersive gameplay mechanics, fluid character animations, and responsive controls.

## TECHNICAL SKILLS

**Programming Languages:** Java, Python, Kotlin, C, C#, SQL, JavaScript, PHP, R, HTML/CSS, LaTeX

**Project Management:** Agile Development, Jira, Azure DevOps, Phabricator, Trello, Git, Plastic SCM

**Tools & Frameworks:** Selenium, JUnit, Node.js, React, REST APIs, WordPress, MongoDB, TestRail