AMMAR KHAN

Halifax, NS | ammar.k@dal.ca | 902-441-0840 | linkedin.com/in/ammarkn

EDUCATION

Dalhousie University   **September 2019 - August 2023** (Expected)
Bachelor of Computer Science   Halifax, NS

SKILLS

- **Languages:** Kotlin, Java, Python, C, C#, SQL, JavaScript, PHP, HTML, CSS
- **Tools & Frameworks**: Android Studio, Selenium, Node.js, React, MongoDB, Unity, Git, Eclipse, TestRail
- **Processes & Methodologies**: Agile Software Development, REST APIs, Azure DevOps, Phabricator, Jira

WORK EXPERIENCE

MARS VR Lab   **January 2022 – August 2022**
Junior Developer & QA Tester   Halifax, NS

- 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.
- Designed and implemented various VR technology-based interactive elements in the Unity engine using C# programming to boost user engagement.
- 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 various testing methodologies and ensured Quality Assurance standards were met throughout the testing phase.

Modest Tree   **May 2021 – August 2021**
Software Quality Assurance Engineer   Halifax, NS

- Developed and executed test cases while identifying and tracking defects across multiple platforms.
- 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 enhancement of product functionality.
- Independently managed and executed the Quality Assurance process, created comprehensive documentation, and actively participated in strategic planning for the successful public release of the company's innovative mixed reality software solution.

Stinger Magazine   **September 2018 – May 2019**
Graphic Designer   Dhahran, Saudi Arabia

- Utilized extensive knowledge of Adobe Creative Suite while implementing innovative design solutions.
- Led the design team and coordinated with the editorial team to successfully publish over 10 monthly issues of the magazine, contributing to a significant increase in readership.

PROJECTS

Otrio Board Game (Android) | GitHub   **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.

3D Endless Runner (Unity Project)   **November 2022**
Designed an engaging 3D endless runner game in Unity Engine, showcasing immersive gameplay mechanics.