# **Ammar Khan**

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## **EDUCATION**

#### Dalhousie University

Halifax, NS

Bachelor of Computer Science

Sep. 2019 - Aug. 2023

#### Relevant Experience

## Junior Developer & QA Tester

Jan. 2022 – Aug. 2022

Halifax, NS

MARS VR Lab

- 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 different testing methodologies and ensured Quality Assurance standards were met throughout the testing phase.

## Software Quality Assurance Engineer

May 2021 – Aug. 2021

 $Modest\ Tree$ 

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.

## Additional Experience

## Live Data Operator

Aug. 2023 – Present

Nielsen

Halifax, NS

- Monitored and recorded live statistics for major North American sports events using various software.
- Ensured accurate data entry and maintained quality standards for output in sports websites and applications.
- Collaborated with a team, providing consistent and timely reporting while adapting to league schedules.

#### Projects

#### Car Maintenance Web App | React

Jul. 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

Mar. 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

Nov. 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