# Ammar Khan

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## EDUCATION

**Dalhousie University**                                                                       Halifax, NS
*Bachelor of Computer Science*                                        *September 2019 – August 2023*

## RELEVANT EXPERIENCE

**Junior Developer & QA Tester**                                      January 2022 – August 2022
*MARS VR Lab*                                                                                  *Halifax, NS*
- Developed VR technology-based interactive elements in the Unity engine using C# programming, contributing 2K+ lines of code to an established codebase via Plastic SCM.
- Implemented scene animations, synchronized audio, set up colliders, and managed object physics, ensuring seamless gameplay and animation fluidity in the successful release of 5 game levels in a fast-paced environment.
- Conducted rigorous testing on the application's database to validate data management operations, contributing to improving 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 – August 2021
*Modest Tree*                                                                                  *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 (Part-Time)**                                      August 2023 – Present
*Nielsen*                                                                                      *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 (Kotlin)*                                                   March 2023
- Developed an Android application for *Otrio*, a strategy board game, implementing game logic and multiplayer capabilities to provide users with a fun and casual gameplay experience.

**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

**Languages**: Java, Python, Kotlin, C, C#, SQL, JavaScript, PHP, R, HTML/CSS, LaTeX
**Frameworks**: React, React Native, Node.js, Bootstrap, Selenium, JUnit, Flutter
**Databases**: MongoDB, MySQL, Cloud Firestore
**Tools**: Jira, REST APIs, Git, Plastic SCM, Phabricator, Postman, WordPress, TestRail, VS Code, Android Studio