

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