

# Albash Bokhari

Fast adapting, quick learner, who has experience leading a team of developers and self-managing.

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## Work Experience

March 2020 – July 2024

### Tools Support Specialist

Ubisoft Toronto

- Delivered Watch Dogs Legion and worked on the Splinter Cell Remake.
- Maintained and improved tools by working closely with programmers, artists and managers to determine their needs.
- Programed in C# to develop tools to support the teams and help keep the game on track for release.
- Troubleshooted C++ code for issues and implemented fixes to help the final project be delivered.
- Improved teams' efficiency by automating tools and tasks saving the team hours a day for other tasks.

April 2018 – October 2019

### Software Developer

Vretta Inc

- Developed for online web platform using Node, TypeScript, JavaScript, AngularJS and HTML.
- Brought lessons to completion, by building functionality (including shape drawing environment plus validation, tools and game) and set up lessons for educational purposes.

February 2017 – September 2017

### Instructor (Computer Science)

The Thinnox Academy

- Assigned student projects and helped bring them to completion (one-to-one training).
- Software and tools taught: Java, Python, C++, Unity, Unreal, and Minecraft.

August 2016 – Present

### Independent Game Developer

Completed 2D puzzle game in Unity C# named “Gripper’s Adventure” and “Gripper’s VR Adventure”

- Worked on programming, art, level design & sound
- Optimized for VR, Meta Quest 2/3 and Steam Deck

August 2016 – November 2016

### Contractor (Software Developer)

Pinch VR & Micron Digital

- In charge of writing C# code and using Google SDK for proprietary hardware.
- Completed 4 contracts, for future implementation with hardware (Including a 360 video player)

May 27th 2015 - August 28th 2016

### Game Developer/Programmer Lead

Throwback Entertainment

- Managed 2 teams of artists and programmers coordinating 2 games to completion one with Azure integration.

- Assigned tasks to teams while taking the Lead role on Unreal Engine 4 console game (PS4 & Xbox One).
- Trusted with doing all programming for mobile game (feedback was positive, waiting for other Intellectual Properties to reach completion before release).
- Constructed full android port of mobile game "Deflector" independently. Programmed the Windows Phone version as well, remaining on the project to completion (was leading Wii U port on the side).
- Coded in C++ to create TCP/UDP/IP connection between a client and server in both Windows & Linux.

## Summary of Skills

### Software/Programming Languages/Misc

C/C++/C#, Java, JavaScript, TypeScript, AngularJS, React, Node, Perl, Python, HTML, XML, SQL, DB2 and Prolog. Unity 3D, Unreal Engine 4/5, 3DS Max, Maya, Blender. Photoshop, Adobe Illustrator, Microsoft Office, Windows XP/Vista/7/8/8.1/10/11, Mac, Linux, Google VR SDK, HTC Vive, Meta Quest, AR, Vuforia, Visual Studio, UML, IOS, Android, Steam, Playstation 4/5, Xbox One X/S/Series X, GitHub/Git, Azure, ChatGPT, Copilot, Dall-e, Ollama, AI Models

### Organizational, Leadership and Teamwork

- Developed and optimized highly efficient code to support low level devices; managing teams of artists and developers; assigned task to improve productivity of team.
- Designated tasks to employees and ensured those tasks were done efficiently and effectively; managed servers for up to 32 players and moderated playability between players through rule enforcement; lead 2 teams at Throwback Entertainment ensuring the teams met tight deadlines.

## Education

September 2009 – June 2014

### Bachelors Degree in Computer Science

Ryerson University

## Portfolios

<https://abprofile.netlify.app/>

<https://blazeultra.wixsite.com/myveryownprojectsab>