Arriyan Ali

aaa202@sfu.ca
arriyanali.me

EDUCATION

Simon Fraser University September 2021 - May 2026

Bachelors of Science in Interactive Arts and Technology, concentration in Interactive Systems

PROJECTS

FlexFriend — Academic Project February 2024 - May 2024

- Implemented a health tracking feature using Android Studio to store progress photos within an in-app gallery and visualize weight fluctuations graphically
- Utilized an SQLite database to categorize and execute customizable exercise routines
- Used Androids embedded sensors and hardware to capture progress photos and to protect information with a biometric lock

Cruiser — Personal Project June 2024

- Designed and developed a side scroller skating game using C# and Unity2D Game Engine
- Created visual assets using Adobe Fresco and Figma to create three unique characters and levels
- Programmed mechanics using C# and Visual Studio Code to integrate user-controlled sprites and graphical interface

VOLUNTEERING

Visual Design Coordinator — Surge September 2023 - Present

- Collaborated with a creative team to design visual assets and graphics for the organization's rebrand resulting in a 20% increase in outreach within 4 months on Instagram
- Developed vector illustrations, designed social media posts, and helped finalize the art direction for StormHacks 2024, Simon Fraser University's largest MLH-accredited hackathon with 300 attendees

Marketing Coordinator — Surge August 2022 - September 2023

- Delivered information and announcements to a community of 1000+ people on a weekly basis, through several platforms including Mailchimp, Instagram, Discord, and Facebook
- Advertised opportunities such as workshops, prizes, and icebreakers to encourage applications, resulting in 90+ applicants for our annual StormHacks 2023 hackathon

Team Leader —SIAT Frosh September 2023 - Present

- Welcomed new students into the faculty by leading them through icebreaker activities and team-building exercises, which helped foster new friendships and connections within their cohort

SKILLS

Visual Design, Graphic Design, Wireframing, Prototyping, Art Direction

Mobile App Development, Game Asset Creation and Implementation

TOOLS

Figma, Adobe Creative Suite (Illustrator, After Effects, Premiere Pro, Photoshop)

Android Studio, Arduino IDE, IntelliJ IDEA, Visual Studio Code, GitHub

Java, HTML, CSS, Python, C#