ZEESHAN MOHAMMED

Toronto, ON http://www.bunnyhat.ca

416.878.8426 zee_shan265@hotmail.com

OBJECTIVE:

To be dedicated and ambitious game programmer, alongside a level designer and scriptwriter, seeking an opportunity to deliver exponential experience.

CAREER PROFILE:

- Ability to stay calm under pressure and prioritize workflows
- Ambitious, performance driven and self-starter with hands-on experience
- Confident when dealing with clients
- Excellent communication, organizational and decision-making skills
- Great ability to multi-task while maintaining close attention to detail and make quick and effective judgment calls
- Honest, reliable, adaptable, takes initiative, precise and collaborative
- Multi-lingual in English, Urdu, and Hindi
- Positive and energetic winning attitude
- Problem solver and team player
- Relates to people of diverse cultures and remains sensitive to their needs
- Self-motivated and dedicated employee
- Work independently and highly well under pressure

EDUCATION:

Video Game Design and Development - triOS College

2015 - 2017

High School Diploma - West Hill Collegiate Institute

2007 - 2011

COMPUTER SKILLS:

- Microsoft Office Applications
- Basic knowledge of Adobe Photoshop, Adobe Fireworks and Autodesk Maya
- HTML/CSS3, C++, C#, Java, JavaScript, Swift, XML, INI, JSON, Android Studio, XCode and Unity Engine
- Github, SourceTree, Jira and Mercurial
- Hardware and Software configuration and troubleshooting

TECHNICAL SKILLS:

- Game Design Documentation
- Level Design
- Play Testing / QA
- · Scripting and Debugging
- Commenting and documentation
- Object Oriented Programming
- UML Diagrams

WORK EXPERIENCE:

Junior Programmer – Yellow Bear Studios

October 2016 - March 2017

- Assist with group based projects and collaborate with group members and technical director
- Embrace feedback on personal tasks and practice continuous learning
- Getting daily and weekly tasks for solo and group based project
- Participating in agile group scrum
- Worked in Unity3D and Phaser to create custom classes and code-driven mechanics for mobile apps and games

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Network Technical Assistance – triOS College

2016 - 2017

- Assist students, professors, and campus staff with technical issues
- Direct communication with campus HQ tech support to solve advanced problems
- On-site campus technical assistance for the triOS Tech Support HQ
- Troubleshooting devices such as printers, computers, laptops, network switches and servers

Sales Representative – The Home Depot

2013 - 2015

- Assisting customers in locating items and answering their queries related to products
- Checked and update inventory as needed
- Ensuring compliance to safety policy defined by the store management team
- Ensuring each customer receives quality service
- Executing the daily day-to-day goals and priorities set by the management
- Gathering information on new and latest products
- Greet and communicate with customers and associates with respect
- Help associates with unpacking and organizing merchandises
- Maintaining awareness of all advertisements and promotions
- Organize and restock products on shelf
- Performed cashier duties when needed
- Upholding the store's high cleanliness standards

Call Center Agent (Rogers & HBC Capital One) – Gemma Communication

2010 - 2012

- Achieved a daily sales target
- End calls in a calm manner
- Greet customers at the starting of the call
- Achieve excellent call control while handling customers
- Close the call in a gentle manner
- Satisfy customers by using innovative examples and past experience

VOLUNTEER EXPERIENCE:

triOS Campus Booth Volunteer - Fan Expo

2016

- Coordinate with campus staff on enrolment follow-up procedures
- Display current projects and demos to the public
- Explain detailed course outline and experience with the campus and program
- Speak with people interested in the Video Game Design and Development and Video Game Technical Design courses

References available upon request