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

ZEESHAN MOHAMMED

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

416.878.8426
zee_shan265@hotmail.com

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

*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

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