**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:**

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| --- | --- |
| *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***