

Delvin Salman

(365)-440-5933 | DelvinSalman19@gmail.com | github.com/delvinsalman | Portfolio: [Site](#)

EDUCATION

York University

Toronto, Ontario

Bachelor of Arts, Specialized Honours in Digital Media (Game Arts)

Expected Graduation, June 2026

- **GPA:** 3.30/4.00
- **Related Coursework:** Object Oriented Programming, Data Structures & Algorithms, Media Signal Processing, Screen-Based Fluid Interfaces, Game Mechanics, Building Interactive Systems, Net-centric Introduction to Computing, Collaborative Project Development in Games and Programming for Digital Media.

PROJECTS

Ash | Unreal, Blueprint, C++, Maya, Git

Jan 2024 – May 2024

Team Lead

- Developed an open world 3D narrative exploration game, launched on Unreal.
- The game's development uses a combination of Blueprint scripting and C++ programming.
- Development process included, prototyping, playtesting, debugging, user feedback and optimization.
- Ash was displayed at the 2024 Level Up Toronto showcase for the top games of the year by students.

Chatbot | Python, Flask, JavaScript, HTML/CSS, DialogPT

Jan 2022 – Mar 2022

Individual

- Developed a Chatbot using the Flask framework with Python, Javascript, and HTML/CSS for UI display.
- The bot utilizes various API calls for different functionalities, such as providing live weather in any location, generating photos, telling jokes, and sharing quotes.

Search Engine | JavaScript, HTML/CSS, Node.js, Java

May 2024 – Jun 2024

Individual

- Implemented an image and video search engine powered by the API framework where users can search in seconds.
- Developed using JavaScript and some Java, while the UI being designed using HTML/CSS. The project is hosted on a local server for user interaction and is open source for anyone to interact within.

Drawing Web Application | p5.js, HTML5, JavaScript

Oct 2023 – Dec 2023

Individual

- Accomplished creating a unique drawing application where users can create distinctive artistic visuals based on multiple GUI features implemented.
- The application is built using p5.js on a local web server, entirely coded in JavaScript, while using many libraries.

LEADERSHIP & ACTIVITIES

Computing Students Hub (CSHub)

Toronto, Ontario

Club Member

Sep 2023 – Present

- Attending and partaking in club activities that involve doing coding workshops and hackathons. Showcasing a variety of personal projects developed.
- Connecting with people, learning new skills and developing new projects within the club as a member.

TECHNICAL SKILLS

Programming: Java, JavaScript, HTML/CSS, C#, C++, Python, Node.js, Flask, JSON, Blueprint

Tools: Visual Studio, IntelliJ, Eclipse, Git, Sublime, Microsoft Office, Github, Figma

Application/Engines: Unity, Unreal, Lens Studio, Max, Processing, P5.js, Maya, Photoshop, Canva

Technical: Level Design, Pipelines, System Design, Prototyping, Project Management, Documentation

Personal: Time Management, Communication, Problem-Solving, Organization, Leadership