Delvin Salman

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EDUCATION

York University, Lassonde School of Engineering   Toronto, Ontario
Bachelor of Arts, Specialized Honours in Digital Media (Game Arts)   *Expected Graduation, June 2026*
- o   **GPA:** 3.40/4.00
- o   **Related Coursework:** Object Oriented Programming, Data Structures & Algorithms, Media Signal Processing, Software Development Project, 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.
- My primary contributions to this project included environment art, scripting, mechanics, and overall design.
- 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
- Developed an image and video search engine using JavaScript and Java, integrating an API framework to locally display the images and videos.
- The search engine processes text input to display thousands of photos and videos based on the user's search query.

Weather Application | *Javascript, HTML, CSS, JSON, Figma*   Oct 2024 – Dec 2024
Individual
- Developed an advanced weather application that delivers real-time weather updates, allowing users to instantly search and retrieve weather information for any city.

- The application was built using JavaScript and leverages a JSON API to efficiently fetch and display weather data at all times.

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