Delvin Salman

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EDUCATION

York University   **Toronto, Ontario**
B.A., Spec. Hons. Digital Media (Digital Media Game Arts)   *Expected Graduation, May 2025*

- o **Concentrations:** Game Dev, Software Dev, Web Dev and Design
- o **GPA:** 3.2/4.00
- o **Related Coursework:** Object Oriented Programming, Data Structures & Algorithms, Media Signal Processing, Screen-Based Fluid Interfaces, Game Mechanics, Game Design and Prototyping I & ll, Building Interactive Systems, Net-centric Introduction to Computing, Collaborative Project Development in Games and Programming for Digital Media

PROJECTS

Game Development Projects   *Sep 2021 – April 2024*
Individual

- Produced a variety of 2D and 3D games, including a Bullet Heaven, Endless Runner, 3D Open-world narrative, Top down shooters, as well as a micro-puzzle game. The games published were Ash, Riders of Doom, Space Toast, Santa Runner and Board Runner.
- The games were created using Unity and Unreal, programmed in C#, C++, and Blueprint. They featured core gameplay elements such as projectiles, health systems, colliders, level design, scoring systems, animation, particle systems, asset packs, player mechanics, ui and ux, environment art, creating pipeline scripts, sound, and user interfaces within.
- The development process of these games included prototyping, play testing, debugging, user feedback, optimization, conceptualization, design and documentation.

Interactive Web Applications   *Sep 2023 – Dec 2023*
Individual

- Developed a web application that allows users to create L-Systems. The application displays many graphical user interface features that allows users to use the system to their preferences while learning about L-System designs.
- Established another web application that allows users to create interactive generative art pieces by way of drawing. The application had many graphical user interface elements and used features such as, flocking system, walking simulation, symmetry drawing and animation.
- Developed using Javascript and ran on a local JavaScript library that runs on the web that was interactive for the user.

User Interface & AR   *Oct 2023 – Dec 2023*
Team Lead

- Designed a user interface AR sculpture that develops as the user interacts with it. The sculpture was developed to be used in Snapchat and created in Lens Studio.
- The sculpture was developed using scripting in Javascript, 3D modeling, particles, sound, a counter system and a tapping system. The tapping system was the main mechanic as each tap forms the sculpture in real time as the user interacts with it as part of the team's development process. The project also received over 146,000+ uses in Snapchat.

Chatbots   *Jan 2022 – Mar 2022*
Individual

- Programmed a Discord and Twitter bot that interacts with users via commands. The bot was developed to respond to many prompts such as, what time it was, the weather, generating an image using API calls and telling jokes.
- The bots were coded in Python and operated through the terminal using Node. They utilized a basic hosting server to maintain the bot's online presence. APIs and many libraries were the many components in developing these systems.

SKILLS

Programming: Java, JavaScript, HTML/CSS, C#, C++, Python, Node.js, JSON, OpenGL
Tools: Visual Studio, IntelliJ, Eclipse, Git, Sublime, Microsoft Office, Github,
Application/Engines: Unity, Unreal, Gamemaker, Lens Studio, Max, Processing, P5.js, Maya, Photoshop
Technical: Level Design, Pipelines, System Design, Prototyping, Project Management, Documentation
Personal: Time Management, Communication, Problem-Solving, Professionalism, Organization