

# Delvin Salman

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## EDUCATION

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### York University

Toronto, Ontario

B.A., Spec. Hons. Digital Media (Digital Media Game Arts)

*Expected Graduation, May 2026*

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

## PROJECTS

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### Game Development Projects

*Sep 2022 – Present*

#### Individual & Team

- Produced a variety of 2D and 3D games, including a 3D Open-World Narrative, Bullet Heaven, Endless Runner, 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, group collaboration and documentation.

### Interactive Web Applications

*Sep 2023 – Dec 2023*

#### Individual

- Developed a web application that allows users to create L-Systems trees. 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, user interaction and animation.
- Both of these applications were developed using Javascript and ran on a local JavaScript library that runs on the web, p5.js.

### 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.

## LEADERSHIP & ACTIVITIES

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### Computing Students Hub (CSHub)

Toronto, Ontario

Club Member

*Sep 2023 – Present*

- Attending and partaking in club activities that involve doing coding workshops and hackathons.
- Connecting with people, learning new skills and developing new projects within the club.

## SKILLS

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

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

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

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

**Personal:** Time Management, Communication, Problem-Solving, Professionalism, Organization