

# Azeez Abass · Software Engineer · Video Game and Web Developer

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🐙 <https://github.com/ducklin5/>  
🔓 <https://gitlab.com/ducklin5/>

## WORK EXPERIENCE

- Jun 2022  
–Sep 2024
- Associate Game Programmer Co-op Improbable Canada (Inflexion Games)** · Edmonton
- » Designed and implemented a project standard asynchronous asset loading system to improve memory performance of Inflexion's Nightingale
  - » Nativized core data structures and logic from Unreal Engine 4 Blueprint to C++ to improve gameplay performance and code readability
  - » Refactored and improved old gameplay logic to meet new player inventory requirements
- May 2021  
–Dec 2021
- Associate Game Programmer Co-op Improbable Canada (Inflexion Games)** · Edmonton
- » Designed and implemented a project standard asynchronous asset loading system to improve memory performance of Inflexion's Nightingale
  - » Nativized core data structures and logic from Unreal Engine 4 Blueprint to C++ to improve gameplay performance and code readability
  - » Refactored and improved old gameplay logic to meet new player inventory requirements
- Jan 2020  
–Aug 2020
- Software Developer Co-op Intuit** · Edmonton
- » Implemented enhancements to the navigational accessibility of QuickBooks Online to allow keyboard only navigation for all 4 million+ customers
  - » Rebuilt legacy Dojo-based components with React (Javascript) to modernize a shortcut modal, improving its accessibility and load speed in the process
  - » Led Navigation team stand-up meetings and collaborated to solve up to 50 significant accessibility issues
- Jun 2016  
–Aug 2016
- IT support intern International Institute of Tropical Agriculture** · Ibadan
- » Resolved technical help desk requests by directing support staff to on-site clients
  - » Provided technical support by troubleshooting and repairing a variety of computer systems and printers for clients
  - » Safely installed/replaced network

## EDUCATION

- 2017–2022
- Computer Engineering (Software Option) Co-op**  
B.Sc. · University of Alberta  
5 year program including 2 internships

## SOFTWARE DEVELOPMENT SKILLS

### Programming Languages:

Proficient: C/C+ Python Javascript Rust

GDscript UE4 C++ UE4 Blueprint

Familiar: Java Kotlin Lua Assembly OpenGL

GLSL LaTeX

**Technologies:** React Jest Android Godot

Unreal Engine

## PROJECTS

- 2019
- Traitor's Arena**  
🔓 TRAITORS-ARENA · GDscript
- » Developed a multiplayer roguelike shooter using Godot game engine
  - » Built and integrated at least 3 core game mechanics including randomized map generation, dynamic actor switching and dynamic teaming
  - » Optimized multiplayer performance using entity interpolation and lag compensation algorithms to reduce perceived latency from 50ms to 10ms
- 2019
- Sudoku Solver**  
🐙 IDEA3 · C++, OpenCV
- » Built a custom sudoku solver capable of solving variable sized puzzles
  - » Used computer vision techniques to detect sudoku puzzles in images using OpenCV image processing library
- 2018
- TweetHeat - Twitter Heat Map**  
🐙 TWEET-HEAT · JavaScript, Python, Flask
- » Collaborated in a team of 4 to build a web-based heat map of tweets using Leaflet and the Twitter API
  - » Won in Edmonton's 2018 HackEd Beta Hackathon (20 teams)

## ADDITIONAL INFORMATION

- » Engineering Safety Course (CSTS) Completed
- » Experience with 3D modeling in Blender and CAD in Fusion 360
- » Willing to relocate

