

Azeez Abass · Video Game and Web Software Engineer

📞 +1 780 720 4606
@ aabass@ualberta.ca

🌐 <https://azeez.me/>
in <https://linkedin.com/in/aabass/>

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

EDUCATION

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

WORK EXPERIENCE

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 cables in 2 buildings to optimize network connectivity

SOFTWARE DEVELOPMENT SKILLS

Programming Languages:

Proficient: C/C+ Python Javascript Rust

GDscript UE4 C++ UE4 Blueprint

Familiar: Java MongoDB SQLite Assembly

OpenGL GLSL LaTeX

Frameworks: React Jest Android Mockito

OS: Windows Arch Linux Macintosh OS X

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