

# FAHIM SIDDIQUI

ITCH.IO Profile: <https://fahim97.itch.io/>

Portfolio: <https://fahim-97.github.io/>

## CONTACT

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## SKILLS

Java, C#, Python

Atom, Eclipse

Android Studio

Unity Game Engine

## STRENGTHS

Determined individual

Fast learner

Sincere and hard-working

Customer Service Negotiations

## EDUCATION

**BSc Computer Science**

Lassonde School of

Engineering,

York University,

2018 - Current

## CERTIFICATION

MITx 6.00.1x, Introduction to

Computer Science and

Programming Using Python

## AWARDS

**AWARD RECEIVED**

Provost's Award at

Entrance, Lassonde School

of Engineering

## PROFESSIONAL SUMMARY

An Undergraduate Computer Science student with a passion in video game development and an interest in the implementation of Artificial Intelligence. Open to new challenges in the professional field of Computer Science and game mechanics.

## GAME DEVELOPMENT PROJECTS

Projects as part of RBKN Studio:

- **Silver Lining** (Text-based narrative game with 2D gameplay)
- **Song of Hoop and Wire** (Short 2D Arcade made after the Buzz Wire game)
- **Honey, Dinner's Ready!** (2D Platformer with a simple objective and a short length)
- **Kaito** (2D RPG in development, Game Engine Footage available)

Solo Projects:

- **Crooked Hearts** (2D Role Playing Game with self-drawn concept arts)
- **Breaking Block** (A unique take on the classic block breaker game)
- **Text-based Hangman** made with Python

## WORK EXPERIENCES

**Smart Systems Intern** (January 2021 – April 2021)

**Cortellucci Vaughan Hospital, Mackenzie Health**

*Responsibilities:* Testing and maintaining the unique Smart Systems introduced in Canada's first Smart Hospital.

**Self-Checkout Attendant** (2018 – 2020, May 2021 - Current)

**Walmart Canada, Stockyards Supercenter, Toronto**

*Responsibilities:* Familiarizing the customers with innovative additions to the store like Fast Lane and customer service at the Front-End.