FAHIM SIDDIQUI

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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)
- **Crooked Hearts** (Short 2D RPG set in a dungeon crawler style, ongoing development)

Solo Projects:

- **Breaking Block** (A unique take on the classic block breaker game)
- **Text-based Hangman** made with Python

WORK EXPERIENCES

Smart Systems Intern (January 2021 – Current)

Cortellucci Vaughan Hospital, Mackenzie Health

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

Self-Checkout Attendant (September 2018 – 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.