Harsukh Deol

Front End Developer, Technical Artist

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Experience

Creative Developer
Jam3   SEPT 2020 - DEC 2020

- Worked with artists to design interactive AR effect, developed with **TikTok Effects Creator,** and conducted cross-platform testing - effect targeted to gain **1 mil views**
- Modelled and developed reusable 3D components for mobile AR game with **Unity** and **Blender**, added post processing and lighting, **improved performance by 32%**
- Scripted performant 3D animations and materials with **HLSL shaders**
- Collaborated in agile team to build live sports betting app with React and **Next.js**, implemented motion with **GSAP**, conducted **unit testing** with Storybook

Front End Developer, UI/UX Designer
Thomson Reuters   JAN 2020 - APR 2020

- Launched PII Redaction web app with React and Bootstrap and the desktop app with **Python** Tkinter, speeding up data collection for **6 project teams**
- Conducted stakeholder interview, translated user requirements to prototypes to improve UX of company website, which is used by **20 000+ employees worldwide**
- Designed assets with **XD, Illustrator and Figma**, to be used by **1500+ employees**
- Collaborated in an agile environment remotely with multi-disciplinary teams of engineers, designers, users and stakeholders on a daily basis from all over the world

3D Graphics Software Developer
DEI & Associates Inc.   MAY 2019 - AUG 2019

- Developed scripts with **Python** to automatically generate HVAC and electrical systems, creating **repeatable components** that save **20+ hours** per project
- Created **user interface** within Revit, **boosting program usage by 30%**
- Worked with non-technical users to discover automatable processes, build and debug software solutions

Projects

Snapchat Lenses   JUN 2020- PRESENT
https://lensstudio.snapchat.com/creator/Y9vZ5BLdpADhDDu9NFqWcA
- Develop AR filters with **Lens Studio,** gaining over **2.3 mil views** and **40K shares**
- Scripted 2D and 3D animations, created custom assets and visual effects for the filters

Web Graphics   DEC 2018 - PRESENT
https://harsukhdeol.github.io/web-graphics-portfolio/
- Experimenting with **WebGL** using **Three.js** to develop interactive 3D web experiences
- Leveraged **CSS Animations** and **SVG filters** to create realistic cloud animation

Music Promotion App   DEC 2020 - PRESENT
- Developing desktop and mobile app so indie artists can promote their music for free and fans can discover new local music
- Created business plan, conducted market research, designed UX flow and UI
- Currently implementing features with Next.js and React, styling with SASS

Skills

Languages
JavaScript (ES6), Python, C#, HLSL, HTML5, CSS3

Libraries & Frameworks
React, Redux, Node.js, Express, Electron, Next.js, Bootstrap, Three.js, GSAP

Tools & Platforms
Unity, MongoDB, Mongoose, Git, Npm, Postman, Docker

Design
Blender, XD, Figma, Photoshop, Illustrator, Sketch, After Effects

Awards

Best Project in the Fintech Space
StarterHacks - JAN 2020

Education

University of Waterloo
Candidate for Honours Mechanical Engineering (BASc)
- **GPA: 4.00**
- **Rank: #1 in term**
- Expected: April 2023

Interests

- AR & VR development
- Graphic & Motion Design
- Photo & Video editing