

profile

My area of study is in the application of both design and technology under the same context. My Interactive Arts major gives me **design skills** and my Computing Science minor gives me the **ability to implement ideas**. I am interested in **video game production**, **programming**, and **graphic design**.

mobile development

mobile app developer

Loud Crow Interactive Inc. (2013) Interactive story app developers

roles

Communicated with designers to **develop and program** new types of interactions.

Made use of Git to handle **version control** in the project.

Prepared and redrew assets for designers to use.

Developed new tools for the use of other designers.

outcomes

Gained familiarity with how to make use of Flash as a tool for developing apps.

Gained strong familiarity with JavaScript.

Shipped the Busytown Mysteries app

mobile game designer

Tugboat Interactive (2013) Independent mobile game developers

roles

Developed unique game mechanics after researching other games to gain a better understanding of what is currently successful on the Android market.

Created multiple documents outlining the **functional specification** of the game.

Created **prototypes** using Flash to demonstrate a proof of concept.

Built fully animated sprite sheets for graphical elements

outcomes

Learned how to feasibly approach the design of games from the **pre-production** phase

Gained a better idea as to how to **communicate a concept** using visual aids and text descriptions.

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education

simon fraser university

Bachelor of Science 2010 to present

major: Interactive Arts

& Technology

minor: Computing Science

technical skills

languages

HTML5 & CSS3

JavaScript

Java

ActionScript 3

C

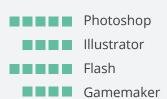
C++

Python

version control

Git SVN

software





mobile development

game designer; graphic/ui designer

Siege of the Towers (2014) Team of three A way-finding application prototype that uses tower defense game mechanics.

roles

Helped generate the **concept** and **mechanics** behind the idea

Refined the user interaction and the graphics using Photoshop & Illustrator

Compiled the prototype using Flash and added final polish

Spent one month working on the project

outcomes

Applauded for having a unique approach to the project

Gained better understanding of how the design of an application can greatly affect the user experience

interactive projects

actionscript programmer; ui designer; writer

The Inventor's Cup (2012) Team of four An interactive branching narrative where history's greatest inventors compete.

roles

Solely responsible for **designing & coding the program** using **Actionscript 3**.

Created a system to parse the dialogue and conditional choices from XML files.

Wrote a large portion of the dialogue & ensured the story played well for a user.

Designed the user interface and worked on refining user interaction.

outcomes

Learned how to use Actionscript 3 and XML files

Gained insight on what works and what does not work when providing users with interactive content.

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interests

Mobile gaming (ie. Tiny Death Star)
Board gaming (ie. King of Tokyo)
PC gaming, usually MMORPGs
Collecting cool hats
Knitting like a boss (not really)

achievements

Standard Broadcasting Corporation Limited Scholarship (2012 & 2013)

Scholarship received for academic excellence in the School of Interactive Arts & Technology.

Dean's Scholarship for Faculty of Communication, Art, & Technology (2010)

Entrance scholarship received for academic excellence coming into the faculty

Top Programming 11 & 12 Student (2008 - 2009)

Awarded for achieving the highest results in the class