Safwan Hossain

TECHNICAL SKILLS

C#, Java, C, HTML, CSS
Unity, SolidWorks, AutoCAD

Linux, Mac, Ubuntu, Windows, Android
Visual Studio, Eclipse, NetBeans, Sublime Text

WORK EXPERIENCE

Game Developer   January 2018 - April 2018
Adknown Inc.
Guelph, Ontario
- Developed extensive experience in UI design to best engage users and create a user friendly interface
- Designed and developed games in Unity following the object oriented programming paradigm in C#
- Used Unity game engine to develop Android and IOS games available in the app and play store
- Developed ability to work under tight deadlines in an agile environment by developing a game every week
- Cloned and pushed projects to Bitbucket to create new and make changes to existing repositories
- Developed template scripts to enhance the training process of future interns and game development cycle

Quality Assurance Analyst   May 2016 - August 2016
Mobiroo Inc.
Toronto, Ontario
- Troubleshooted and tested new builds for the client in the testing, staging and production environments
- Developed test cases using PHP which made API calls from the client
- Worked with a dynamic group of people to meet requirements set by team lead
- Tested the implementation of a data analyzing service called Localytics to analyze data attained from users
- Created and resolved tickets using Jira Software

EDUCATION

Bachelor of Engineering – Computer Engineering, Co-op   September 2015 - Present
University of Guelph
Guelph, Ontario
- Recipient of the $15,000 William and Nona Scholarships awarded to only two students at the University
- Achieved a greater than 90% average on course focused on the C language, developing a strong foundation

INDIVIDUAL PROJETCS

Website Portfolio   May 2018 - June 2018
- Designed and developed a website using HTML, CSS and JavaScript to display portfolio for projects

Hoops   April 2017 - August 2017
- Developed an Android game called Hoops using Unity and C# adhering to the object oriented paradigm
- Designed the graphics for the game and provided functionality to move between screens to check high score

COURSE PROJETCS

Home Monitoring Using Motion Sensor and Camera   November 2018
- Built a home security system using an infrared sensor, a camera and an STM32 board
- Used a real time operating system to program tasks to detect motion, take pictures and display message

Engineering & Design II   January 2017 -April 2017
- Disassembled a sewing machine and remodelled and assembled it using SolidWorks
- Designed and assembled parts of a toy car in SolidWorks to be 3D printed and presented it to a panel