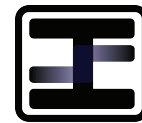# ISHPREET SEKHON

Game Developer | UX Designer

www.sfu.ca/~issekhon/portfolio.html

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12776 58A ave 128 St

Surrey, B.C., Canada

SOFTWARE

- Axure
- Adobe XD
- GitKraken
- Illustrator
- Figma
- Maya
- Photoshop
- Unity
- VS Code

LANGUAGES

- HTML
- PHP
- C#, C++, C
- CSS
- SQL
- Git
- JavaScript
- Java
- jQuery

WORK EXPERIENCE

Game Development Support
Sep 2019 - Dec 2019

NHL 20 - Keywords Studios, Electronic Arts

- Tested unreleased content for *NHL 20*.
- Performed regression, ad hoc and free testing within an assigned area of the game.
- Documented bugs, issues and feedback with specific focus on user experience issues and concerns.
- Worked closely with development team to track state of bugs.
- Collaborated with QA team to make testing efficient and reach milestones.

GAME DEV EXPERIENCE

Producer & Programmer
Jul 2017- Aug 2017

ZER0 - Academic Project

- Wrote design doc and organized team responsibilities and roles to meet weekly deadlines and finish the game.
- Programmed the game in Unity and C# with few bugs, receiving a perfect grade on the finished prototype.
- Conducted playtesting, interviews and feedback synthesis, giving a design direction to future changes and iterations.

Designer
Sep 2018 - Dec 2018

Food for the Heart - Academic Project

- Designed *Food for the Heart*, a food app for South Asians in BC that showcases healthy alternatives to traditional dishes, in a team of 4.
- Collaborated with a local company SAHRC (South Asian Health Research Collaborative) to create a design intervention for them to improve outreach.
- Performed ethnography studies, affinity diagramming, persona creation, user journey mapping, storyboarding, and participatory workshops to ensure the design was highly targeted towards stakeholders.
- Presented ideas to SAHRC representatives and to instructors during lectures to communicate reasoning.

Designer
Jul 2018 - Aug 2018

Mend - Academic Project

- Designed *Mend*, a health app for depression relapse prevention, in a team of 5.
- Created personas, user flows, experience maps, lo and hi wireframes, wireflows, prototypes and microinteractions to communicate design intentions.
- Interviewed target audience using think aloud tests, usability tests and semi-structured interviews
- Presented ideas in weekly meetings to instructor and class to share progress.

OTHER EXPERIENCE

Technical Assistant
Jan 2016 - Present

Sekhon Medical & Dental Clinic, Surrey

- Train Staff weekly with Electronic Medial Records (EMR) software to improve patient tracking and scheduling automation.

EDUCATION

BSc, Interactive Arts and Technology Major

Interactive Systems Concentration

Simon Fraser University

Surrey, B.C.

3.33 / 4.33 GPA

Class of 2020