Jassim ABDUL GAFOOR

Open Work Permit Holder in Canada. An excellent team-player and avid learner.
Looking for an entry-level role to apply my design and communication skills to meet client requirements.

Personal Info

Personal Website
https://jga4.com/

Phone
+1(236) 868-4445

Linkedin
jassimga4

E-mail
jgafooruni@gmail.com

Skills

Programming

C#
Assembly
Python
C

Software

Photoshop
Unity3D
MATLAB
CAD

Membership

IEEE – *Institute of Electrical and Electronics Engineers*

EGBC – *Engineers and Geoscientists of British Columbia*

IGEN – *Mentor for junior students*

Hobbies

Volleyball

Biking

Reading

Education

2016 -2021   **UNIVERSITY OF BRITISH COLUMBIA, Vancouver, BC, Canada**
Bachelor of Applied Science | *Integrated Engineering*
Computer and Electrical Engineering Specialization

Experience

2022 Mar-
2022 Jun

Product Designer | B-Wave Start-up Doha, Qatar
- Developed personal listening device for live commentary in stadiums
- Led user-research and usability testing for our product prototype
- Created company logo and supplementary graphics using Photoshop
- Designed website landing page and call-to action using HTML, CSS

2019 Jul -
2020 Apr

JIRA Administrator| TELUS Vancouver, Canada (10 month Co-op)
- Maintained 3000+ documents database with JIRA Confluence platform
- Automated data migration task to reduce document migration time by 60%
- Indexed documents for faster searching capability
- Repurposed dormant Enterprise Bridge software and migrated OSP catalogue with less complex items saving hours of work
- Designed UX/UI and user dashboards to achieve smooth user experience
- Increased user understanding of workflows by providing group-training and documentation

Projects

2022 Oct   **Virtual Rubik's Cube|** *Unity3D, Figma, C#*
- Built custom input class to access gyrometer data to control orientation of cube
- Implemented Audio Manager to dynamically control game music
- Prototyped user-interface and menus in Figma

2022 Apr   **Mobile Game Project|** *Blender, Unity3D, C#, Photoshop*
- Implemented multiplayer using Unity Mirror networking
- Ensure game runs smoothly by using Unity debugger in Visual Studio
- Created player abilities, UI icons and animations for gameplay

2021 Aug   **Smart Skin – Body Tracking Device |** *Python, MATLAB, Solidworks*
- Conducted market-research and gained user feedback through questionnaires
- 3D-printed modules for housing ultra-wideband sensors
- Used Python and MATLAB to log data from sensors for tracking body position

2019 Apr   **Safety Officer – UBC Thunderbikes |** *Adobe Indesign, Adobe Photoshop*
- Designed team logo and other necessary graphics for marketing purposes
- Created sponsorship package for design team to attract sponsors
- Secured 22,000 CAD grant for design team research and development

2018 Jan   **Marketing Executive – UBC EPIC|** *Adobe Photoshop*
- Maintained website and social media presence for UBC Epic Student Club
- Planned various events and designed flyers and posters to promote
- Collaborated with local stores and other clubs to promote club activities and sell merchandise