

# JAAN SANGHA

www.jaansangha.com | jaansangha10@gmail.com | 289-500-5226

Detail Oriented, recent Game Programming graduate looking to apply as well as advance my knowledge in this position. Excited to show Innovative drive and ability to work hard to ensure business success.

## Highlights of Qualifications

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- 5+ years of programming experience in C++ and other related languages
- Knowledge of popular source control software
- Exceptional ability to work with teams and maintain good relationships with co-workers

## Technical Skills

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- **Languages:** C++, C#, Java, C, Swift, Python, JavaScript
- **Other:** Unity, Unreal Engine 4, HTML 5, CSS, Git, Trello, Perforce

## Employment Experience

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**Apple, Toronto, ON**

**05/2022 - Current**

*iOS Support Advisor*

- Identify and solve complex problems with work-issued programs based on customer feedback and needs
- Develop a strong knowledge of Apple products in order to provide accurate and efficient support to all customers

## Projects

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**Exiled Princess**

**Jan 2021 - Current**

- Currently working on a combat level progression game where the player can use different techniques to clear enemies on each level. We are planning to release the game on Nintendo Switch and Windows in September.
- **Built With:** Unity, C#

**Car Arena Game**

**Sept 2020 - Dec 2020**

- Built an arena style game where the player takes control of a car and must traverse the map and destroy all the turrets before they get destroyed. Collaborated with another developer to create the game physics from scratch, without any pre-set physics.
- **Built With:** Unreal Engine 4, C++

## Education

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**Ontario College Advanced Diploma: Game Programming**

**April 2022**

George Brown College, Toronto, ON