Mahdeen Abrar

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Education

Dalhousie University - Bachelor of Computer Science **(GPA: 4.25)**   Expected in 05/2024
- Received Renewable Entrance Scholarship for outstanding academic performance
- Computer Science Sexton Scholar   Received 09/2020-Current

Skills

- **Java** - Proficient in Java due to extensive use in a data structure and algorithm course
- **C#** - Proficient in C# after working with it to create Unity games along with using it primarily at Quest Software
- **Lua** - Beginner knowledge of Lua due to use for a personal Roblox game project
- **React, JavaScript, & HTML** - Beginner knowledge of these front end frameworks as they were used to create personal project website
- **React Native** - Beginner knowledge of React Native through use in simple personal projects
- **Misc. Tools** - Git, Azure DevOps, Azure Lab, Unity, DevExpress, WinForms, Tailwind CSS

Workplace Experience

Software Development Intern at Quest Software   09/2022-12/2022
- Worked on adding extended utility to a software used for automating and managing Azure Lab Creations
- Was responsible for reviewing, upgrading, optimizing, and debugging existing codebases
- Followed R&D best practices including working in an Azure DevOps environment, following SCRUM and AGILE methodologies, and backlog refinement
- Used a variety of tools including WinForms, Dev Express, Azure, C#

Coding Instructor at Code Ninjas Halifax   08/2021-08/2022
- Mentored children ages 7-14 looking to learn how to code through building games
- Mainly focused using JavaScript, C#, and Scratch

Hospital Volunteer   06/2017-11/2018
- Worked primarily with elderly patients looking to move into retirement homes
- Provided support and companionship to patients in need of assistance

Personal Projects

Robby and Claire (WIP Game)   09/2022-Current
- Currently working on a co-op platformer puzzle game featuring two ghosts stuck in limbo who must work together to figure out why they did not make it to the afterlife
- Game will feature mechanics such as cut scenes, dialogue, intriguing puzzles, and a ghost dash mechanic
- Will be coded entirely in C# using Unity Engine

A Hitman's Mission to Avenge His Cat (Game)   11/2022-12/2022
- Worked with friends to make a simple platformer/action game where a hitman would traverse a level while defeating a hoard of enemies to make it to the boss
- Featured a variety of mechanics such as a dash, wall jump, gadget selections, and weapon selections
- Coded entirely in C# using Unity Engine and was a beginner project to learn Unity

ToDo List   09/2022
- Created a simple mobile app that acted as a ToDo list reminder where you could add and remove tasks for the day as you saw fit
- Created using React Native and acted as an introductory project to the framework, loosely followed a tutorial

Minigame Arena (Game)   11/2020-01/2021
- Made a simple Roblox game consisting of three minigames that would be randomly chosen
- Used Lua to code from scratch, using Roblox studio

Co-op Status

- Will have completed 6 Dalhousie academic terms in April 2023
- Will be available for Second co-op work term in April 2023 (4 month term)