

Manmeet Singh

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Education

Full Sail University

Game Development BS

Expected November 2022

University at Buffalo

Computer Science BS

May 2020

- Certificate in Game Studies
 - Certificate in Data Intensive Computing
 - Cumulative GPA: 3.46
 - UB Sikh Student Association, UB ACM, Dean's List, Cum Laude
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Work Experience

Keybank

Key Technology Operations and Services Intern

June 2020 – August 2020

- Worked on Robotic Process Automation projects in order to automate tasks throughout the Technology and Operations department
- Used software such as Automation Anywhere, Kibana, and Azure

Noobis

Intern

June 2015 – September 2015

- Worked on basic HTML, CSS, JavaScript, Website Prototyping and various Photoshop projects
 - Developed professional relationships with company owner and employees
 - Developed communication skills for meetings and presentations
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Technical Skills & Projects

Skills

- Experienced with programming, markdown, scripting, and web technologies such as C++, C#, Python, Java, HTML5, CSS, ReactJs, etc.
- Experienced in tools such as Unreal Engine, Unity, Blender, Photoshop, Illustrator, Fl Studio, etc.
- Proficient in version control systems such as Git and Perforce
- Native Speaker in Punjabi, English and Hindi

Projects

[Astro Shipping Co. | https://manmeetsingh.itch.io/astro-shipping-co](https://manmeetsingh.itch.io/astro-shipping-co)

- Worked on a small team as team director, lead systems programmer, lead animation programmer, core gameplay programmer, and game designer
- Developed for Windows in Unreal Engine 4.27

[Envoke | https://manmeetsingh.itch.io/envoke](https://manmeetsingh.itch.io/envoke)

- Worked on a team as lead AI programmer, lead level designer, core gameplay programmer, and game designer
- Developed for Windows and WebGL in Unity

Folio

- Managed a team to develop a full stack ReactJs web social media application
- Developed in HTML, CSS, JavaScript, ReactJs, React Native, ExpressJs, and NodeJs.

GARDEN

- Member of a team to develop an Android augmented reality app
- Developed for Android in Java and Google AR Core