

# Ali Mantaev

mantaev.vfl@gmail.com  
289-380-3000  
Newmarket, ON  
mantaevvfl.github.io/portfolio/

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## EDUCATION

**RYERSON UNIVERSITY** Expected Graduation: Fall 2020  
Bachelor of Science: Computer Science

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## WORK EXPERIENCE

**MOBILE GAMES STUDIO** Toronto, ON (January 2018 - September 2018)  
• Developed and tested mobile game *Doodle Trip* using C# and Unity

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## SKILLS

**Programming Languages:** Java, C#, JavaScript, HTML, CSS

**Other:** Angular, Node.js, AJAX

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## PROJECTS

### To-Do

- A website built using Angular that allows users to create a to-do list by adding or removing tasks. Users can also import a set of tasks by dragging and dropping a file

### Geolocation

- A website built using HTML, CSS, JavaScript, and OpenWeather API that allows users to check the weather conditions (i.e temperature, humidity, and wind speed) at any location

### Explosives

- A 3D puzzle game created using Unity and C# where players are engaged in a series of challenges in creating explosives

### Coronavirus 101: Social Distance

- A 2D strategy game created using Processing where the player is tasked with protecting four civilians from a virus by guiding them towards uninfected platforms for as long as necessary