MAYESHA KABIR

▸ CONTACT

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▸ TECH

C#
Java
Scala*
GraphQL*
PHP
mySQL
React*
JavaScript*

*beginner proficiency

▸ EDUCATION

University of British Columbia
Bachelor of Science
Major: Computer Science
Expected Graduation: 05/2020

▸ OTHER INTERESTS

Computer Graphics
Design
Animation
Digital Art

▸ EXPERIENCE

Hootsuite

Full-Stack Developer | *Vancouver, BC*   05/2019 - 08/2019
- Responsible for implementing, testing and deploying new features for many of Hootsuite's services in an agile environment
- Contributing to features in Inbox for the Engagement Team, in charge of maintenance and efficient interaction between users and their customers.

Tech: Scala, GraphQL, Git

BlackBird Interactive

Software Developer | *Vancouver, BC*   05/2018 - 08/2018
- Created a heat/influence map system which provides location-based information of events and interactions in the game world for AI applications in RTS games
- Allowed for numerous heat map data to be visualized real time by rendering it on both the game map and mini map

Tech: C#, Unity3D, VS, Perforce, Git

East Side Games

Software Developer | *Vancouver, BC*   09/2017 - 04/2018
- Developed many web-based client tools to improve efficiency for the designer and QA teams
- Notably, created a tool-tips system for the company's internal webpage and also an automated monthly schedular
- Added and improved new UI features to better enhance user experience

Tech: PHP, JavaScript, jQuery, HTML/CSS

▸ SELECTED PROJECTS

InsightUBC

academic project   01/2019 - 04/2019
- Built a backend query/parsing system for a full-stack web app that allows users to query through UBC's course and building information
- Made use of RESTful API to connect through to frontend
- Received 100% code coverage through test-driven development

Tech: Typescript, JavaScript

Travel Destinations

academic project   01/2019 - 04/2019
- Wrote SQL queries that allow users to filter specific travel locations such as city, rating, top comments
- Added functionality for users to review, rate, and edit different travel destinations

Tech: PHP, mySQL, HTML/CSS

Jewel Thief

personal project   11/2017
- 2D Endless runner where player collects jewels while avoiding enemies throwing bombs
- Implemented the player movements, UI and gameplay features such as shooting and spawning elements
- Used Unity3D's physics to trigger collisions and cause explosions

Tech: C#, Unity3D

Buses 'R' Us

academic project   11/2016 - 12/2016
- Android app that allows for represented bus routes, stops, and arrival estimates
- Extracted accurate bus times and routes by parsing Translink API in XML and JSON
- Displayed only visible sections of bus routes by implementing geometry filters

Tech: Java, JUnit, XML, JSON, IntelliJ