MAYESHA KABIR

mayeshakabir.github.io

TECHNICAL SKILLS

- ***Languages:*** PHP, Java, AS3, C++*, C#, HTML/CSS, Javascript*, C*
- ***Tools:*** Visual Studio, Eclipse, Flash, Unity3D, Git, SVN
- ***Other:*** OOP, UML, Design Patterns, Data Structures

*beginner proficiency

WORK EXPERIENCE

Junior Software Engineer
BlackBird Interactive, Vancouver   *May 2018 - Present*
- Working for the gameplay and AI team

Junior Software Engineer
East Side Games, Vancouver   *Sep 2017 - Apr 2018*
- Developed web-based client tools to improve efficiency for the designer and QA teams, written using PHP & JavaScript
- Fixed game, layout, and localization bugs/crashes
- Added and improved new UI features to better enhance player experience

PERSONAL PROJECTS

Jewel Thief, 2D Endless runner   *Jun 2017*
- Implemented the player movements, gameplay features such as shooting, spawning elements, and pathfinding
- Used Unity3D's physics to trigger collisions and cause explosions
- Implemented the UI elements including main menu, score and lives tracker

Personal Website   *May 2017 - Present*
- Developed a one page web portfolio displaying personal links, graphic design, academic and personal projects

ACADEMIC PROJECTS

Buses R' Us, Android Application   *Nov - Dec 2016*
- Implemented classes for a term project using Java that represented bus routes, stops, and arrival estimates, tested by designing jUnit tests
- 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

EXTRA CURRICULAR

I Die, You Die, 2D Unity Game
MLH 12 Hour Local Hack Day, Vancouver   *Dec 2017*
- Two-Player local co-op game in which players jump from platform to platform
- Implemented and designed spawning platforms, obstacles, collisions and UI

AddMe, Android Application
MLH 12 Hour Local Hack Day by GitHub, Vancouver   *Dec 2016*
- Designed UI and functionality for an app that allowed for quick and easy access to multiple social media accounts within one application
- Used GitHub and Git for team collaboration

EDUCATION

BSc: Computer Science, 3rd Year   *Expected with co-op May 2020*
The University of British Columbia