MAYESHA KABIR

mayeshakabir.github.io
mayeshakabir@hotmail.com
604-315-9538

▶ TECHNICAL SKILLS

- C#, PHP, Java, AS3, HTML/CSS
- Javascript*, C++*, C*

*beginner proficiency

▶ CO-OP EXPERIENCE

BlackBird Interactive
Software Engineer   04/2018 - 08/2018
- Created a heat/influence map system which provides location-based information of events & 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 Engineer   09/2017 - 04/2018
- Developed web-based client tools to improve efficiency for the designer and QA teams
- Added and improved new UI features to better enhance player experience
- Fixed game, layout, and localization bugs/crashes

Tech: PHP, HTML/CSS, JavaScript, Git

▶ EDUCATION

University of British Columbia
expected with co-op: 09/2015 - 04/2020
BSc: Computer Science, 3rd Year

▶ OTHER INTERESTS

Game Development, Computer Graphics, Graphic Design, Animation, Eating Potatoes in various forms

▶ TECHNICAL PROJECTS

Freelist
MLH Local Hack Day   12/2018
- Allows users to easily find free items from Craigslist
- Backend utilizes the Craigslist API and dialogflow's Node.js client
- Integrated into both a Slack bot and website

Tech: Javascript, Node.js, bulma

Jewel Thief   06/2017
- 2D Endless runner where player collects jewels while avoiding enemies throwing bombs
- Implemented the player movements, UI and gameplay features such as shooting & spawning elements
- Used Unity3D's physics to trigger collisions and cause explosions

Tech: C#, Unity3D

E-Portfolio   05/2017
- Designed a one page website displaying project descriptions, link & graphic design

Tech: HTML/CSS, JavaScript

Buses 'R' Us
academic term project   11/2016 - 12/2016
- 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

Tech: Java, JUnit, XML, JSON, IntelliJ

I Die, You Die
MLH Local Hack Day   12/2017
- Two-Player local co-op game in which players jump from platform to platform
- Implemented and designed spawning platforms, obstacles, collisions and UI

Tech: C#, Unity3D

AddMe
MLH Local Hack Day   12/2016
- Android app that allows for quick & easy access to multiple social media accounts within one application

Tech: Java, Android Studio