



MAYESHA KABIR

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► TECHNICAL SKILLS

- C#, PHP, Java, HTML/CSS
- JavaScript*, TypeScript*, MySQL*
*currently learning

► CO-OP EXPERIENCE

Hootsuite

Software Engineer 05/2018 - 08/2018

- Incoming software engineer co-op

BlackBird Interactive

Software Engineer 05/2018 - 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

- Created a tool-tips system for the company's internal webpage and also an automated scheduler
- Developed many web-based client tools to improve efficiency for the designer and QA teams
- Added and improved new UI features to better enhance player experience

Tech: PHP, JavaScript, jQuery, HTML/CSS

► 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

InsightUBC

academic term project 01/2019 - 04/2019

- Full stack web application that enables students to query for UBC's course and room information, such as rooms, departments, instructors, etc

Tech: Typescript, JavaScript

Travel Destinations

academic term project 01/2019 - 04/2019

- Final project for computer databases course
- Application allows users to review, edit and search for top travel destinations

Tech: PHP, MySQL, HTML/CSS

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

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