MAYESHA KABIR

mayeshakabir.github.io

SKILLS

*Languages***:** PHP, Java, C++, C, C#, AS3, HTML/CSS, JavaScript R
Software: IntelliJ/Eclipse, Flash, XCode, Unity3D
Other: OOP, UML, XML & JSON, Design Patterns, Data Structures

CO-OP WORK EXPERIENCE

Junior Software Engineer

East Side Games, Vancouver   *Sep 2017 - Present*

- Created backend client tools to improve efficiency for the game design, QA, and Community teams
- Fixed front-end QA reported and layout bug fixes using AS3 in Adobe Flash

PERSONAL PROJECTS

Jewel Thief Game   *Apr 2016*

- Developed a 2D game in Unity3D using C# to get familiar with game engines
- Implemented the players movement, attacks which uses space bar to shoot, and spawning jewels and enemies that track players position and throw grenades
- Used Unity3D's physics to cause collisions and explosions
- Implemented the UI including, main menu, score and lives tracker

Personal Website   *Mar 2016*

- Developed a one page portfolio displaying personal links, graphic design and academic/personal projects

ACADEMIC PROJECTS

Buses R' Us Android Application   *Nov - Dec 2016*

- Implemented classes for a term project using Java and IntelliJ that represented bus routes, bus stops, and arrival estimates
- Implemented manager classes with the use of design patterns such as Singleton and various parsers (XML, JSON, and TXT)
- Used Translink API for implementation of accurate bus times and routes
- Tested classes by running and implementing the corresponding jUnit tests
- Presented the final demo to a Professor and received a final grade of A+

EXTRA CURRICULAR

AddMe Android Application

MLH Local Hack Day by GitHub, Vancouver   *Dec 2016*

- Developed application 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 May 2020*
The University of British Columbia