MAYESHA KABIR

mayeshakabir.github.io

TECHNICAL SKILLS

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

*beginner proficiency

CO-OP EXPERIENCE

Junior Software Engineer

BlackBird Interactive, Vancouver   *May - Aug '18*

- Implemented 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 type data to be visualized real time in both the game map and mini map

Technologies: *C#, Unity3D, Visual Studio, Perforce, Git*

Junior Software Engineer

East Side Games, Vancouver   *Sep '17 - Apr '18*

- Developed web-based client tools to improve efficiency for the designer and QA teams
- Fixed game, layout, and localization bugs/crashes
- Added and improved new UI features to better enhance player experience

Technologies: *PHP, AS3, HTML/CSS, JavaScript, Eclipse, Flash, Git*

PERSONAL PROJECTS

Jewel Thief, 2D Endless runner   *Jun '17*

- 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

Technologies: *C#, Unity3D*

Personal Website   *May '17*

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

Technologies: *HTML/CSS, JavaScript*

ACADEMIC PROJECTS

Word Frequency using Trees and Heaps   *Mar '17*

- Implemented a Binary Search Tree recursion function in C++ that would look for a specific word and return its frequency of use

Technologies: *C++*

Buses R' Us, Android Application   *Nov - Dec '16*

- 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

Technologies: *Java, JUnit, XML, JSON, IntelliJ*

EXTRA CURRICULAR

I Die, You Die, 2D Unity Game

MLH 12 Hour Local Hack Day, Vancouver   *Dec '17*
- Two-Player local co-op game in which players jump from platform to platform
- Implemented and designed spawning platforms, obstacles, collisions and UI

Technologies: *C#, Unity3D*

AddMe, Android Application

MLH 12 Hour Local Hack Day by GitHub, Vancouver   *Dec '16*
- 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

Technologies: *Java, Android Studio*

EDUCATION

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

INTERESTS

Software Design, Game Development, Graphic Design, Animation