MAYESHA KABIR

SKILLS

Languages: PHP, Java, C++, C, C#, HTML/CSS, R
Software: IntelliJ/Eclipse, XCode, Android Studio, Unity 3D, Adobe Photoshop
Other: OOP, UML, XML & JSON, Design Patterns, Data Structures

CO-OP WORK EXPERIENCE

Junior Software Engineer

East Side Games, Vancouver   *Sep 2017 - Present*

PERSONAL PROJECTS

Personal Website   *Mar 2016 - Present*

- Developed a one page personal website displaying personal links, graphic design and academic/personal projects
- tools used: HTML/CSS, JQuery, Javascript

Space Shooter Game   *Apr 2016*

- Developed the spaceship's movement, attacks which uses space bar to shoot, and spawning asteroids that attack the ship and cause game over
- Programmed with C# and used Unity3D's physics to cause collisions and explosions

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*

- Worked with a team of 5 by organizing and distributing tasks to complete using Java in Android Studio within 12 hours
- Similar to the popular application Hootsuite, the app 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