



MAYESHA KABIR

mayeshakabir.github.io

SKILLS

Languages: PHP, Java, C++, C, C#, AS3, HTML/CSS, JavaScript R

Other: OOP, UML, XML & JSON, Design Patterns, Data Structures

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 written in PHP, HTML & JavaScript
- Fixed front-end QA reported and layout bugs for mobile game

PERSONAL PROJECTS

Jewel Thief Game

Apr 2016

- 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 that represented bus routes, bus stops, and arrival estimates and tested by running and implementing the corresponding jUnit tests written in Java
- 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
- Presented the final demo to a Professor and received a final grade of A+

EXTRA CURRICULAR

I Die, You Die

MLH Local Hack Day, Vancouver

Dec 2017

- Two-Player co-op game in which you jump from platform to platform
- Implemented platforms, obstacles and UI

AddMe Android Application

MLH Local Hack Day by GitHub, Vancouver

Dec 2016

- Allowed for quick and easy access to multiple social media accounts within one app
- Used GitHub and Git for team collaboration

EDUCATION

BSc: Computer Science, 3rd Year

The University of British Columbia

Expected May 2020