



# MAYESHA KABIR

mayeshakabir.github.io

## TECHNICAL SKILLS

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

\*beginner proficiency

## WORK EXPERIENCE

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### Junior Software Engineer

East Side Games, Vancouver

Sep 2017 - Present

- Added and improved new game features to better enhance player experience for the live operations mobile game team
- Developed web-based client tools that parsed game data from a cloud database connecting game's backend and frontend to improve efficiency for the game design, QA, and Community teams, written using PHP, HTML & JavaScript
- Fixed QA and user reported game, layout, and localization bugs/crashes

## PERSONAL PROJECTS

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### Jewel Thief, 2D Endless runner

Jun 2017

- 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

### Personal Website

May 2017 - Present

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

## ACADEMIC PROJECTS

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### Buses R' Us, Android Application

Nov - Dec 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

## EXTRA CURRICULAR

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### I Die, You Die, 2D Unity Game

MLH 12 Hour Local Hack Day, Vancouver

Dec 2017

- Two-Player local co-op game in which players jump from platform to platform
- Implemented and designed spawning platforms, obstacles, collisions and UI

### AddMe, Android Application

MLH 12 Hour Local Hack Day by GitHub, Vancouver

Dec 2016

- 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

## EDUCATION

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BSc: Computer Science, 3rd Year  
The University of British Columbia

Expected with co-op May 2020