

# MAYESHA KABIR

## CONTACT

mayeshakabir.github.io  
mayeshakabir@gmail.com  
(604) 315-9538

## EDUCATION

**University of British Columbia**  
B.Sc in Computer Science  
Expected Graduation: 05/2020

## SKILLS

Java  
C#  
Scala  
PHP  
HTML/CSS  
JavaScript\*  
React\*  
GraphQL\*  
MySQL\*

\*beginner proficiency

## WORK EXPERIENCE

### Hootsuite - Software Engineer Co-op

Vancouver, BC

05/2019 - 08/2019

- Helped implement, test and deploy end-to-end features for Hootsuite's Inbox and GraphQL's API micro-services with functional programming standards
- Streamlined customer experience by contributing to a feature that allows users to directly reply privately to a facebook public comment
- Implemented functionality to extract and add a user's full name onto reply banners, increasing visibility among customers

Tech: Scala, GraphQL, Git

### BlackBird Interactive - Software Engineer Co-op

Vancouver, BC

05/2018 - 08/2018

- Created a heat map system to identify and aggregate location-based interactions and activity in the virtual game world to influence AI agents
- Allowed the creation of heat maps to be data driven by enabling user inputs (color, cell size range, specific game events, etc)
- Allowed for numerous heat map data to be visualized in real time by rendering it on both the game map and mini map

Tech: C#, Unity3D, VS, Perforce, Git

### East Side Games - Software Engineer Co-op

Vancouver, BC

09/2017 - 04/2018

- Implemented a tool-tips system for the company's internal webpage to allow easy training for new employees
- Reduced designer workload by creating an automated monthly scheduler
- Added, improved and refactored UI features to better enhance user experience

Tech: PHP, JavaScript, jQuery, HTML/CSS

## SELECTED PROJECTS

### Dragon Adventure Bonanza - 2D platformer

09/2019 - 12/2019

- Incorporated a tile map system which given a matrix creates a scene by mapping given grid points, making level design and placement of game objects easy and efficient
- Implemented player and enemy AI shooting and projectiles
- Designed UI for the main menu and level select and also designed the first level
- Selected as 'Best Game' by industry jury and voted 'Most Fun' during cross-play

Tech: C++, GLSL, SDL2

### InsightUBC - Web Application

01/2019 - 04/2019

- Built a backend parsing engine that enables users to query UBC's course and room data
- Processed data from JSON and HTML files, validated user input and enabled filtering, aggregation and transformation of data

Tech: Typescript, JavaScript

### Travel Destinations - Web Application

01/2019 - 04/2019

- Wrote SQL queries that allow users to filter specific travel locations such as city, rating, top averaged comments, etc.
- Built UI that enabled users to review, rate, and edit different destinations

Tech: PHP, MySQL, HTML/CSS