

MAYESHA KABIR

► CONTACT

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

► SKILLS

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

*beginner proficiency

► EDUCATION

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

► OTHER INTERESTS

Computer Graphics
Design
Animation
Digital Art

► EXPERIENCE

Hootsuite

Full-Stack Developer 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 microservices with functional programming standards
- Streamlined customer experience by contributing to a feature that allows users to directly reply privately to a facebook public comment in inbox
- Implemented functionality to extract and add a user's full name onto reply banners, increasing visibility among customers
- Created event consumers and refactored event fields for Hootsuite Analytics

Tech: Scala, GraphQL, Git

BlackBird Interactive

Software Developer 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 in-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 Developer Co-op | Vancouver, BC

09/2017 - 04/2018

- Developed internal client tools to improve efficiency for the designer/QA teams
- 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

InsightUBC

Full-Stack Web Application

01/2019 - 04/2019

- Built a backend parsing engine that grants users the ability 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
- Made use of RESTful API endpoints to connect through to frontend UI

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

Jewel Thief

2D Unity game

11/2017

- Endless runner where player collects jewels and avoids enemies throwing bombs
- Implemented player movements, UI and gameplay features such as shooting, spawning elements, and object interaction
- Used Unity3D's physics to trigger collisions and cause explosions

Tech: C#, Unity3D

Buses 'R' Us

Android Application

11/2016 - 12/2016

- Allows for easy navigation by displaying bus routes, stops, and arrival time estimates
- Extracted accurate bus times and routes by parsing Translink API (XML and JSON)
- Optimized app performance by utilizing geometry filters to display only visible sections of bus routes

Tech: Java, JUnit, XML, JSON, IntelliJ