



MAYESHA KABIR

mayeshakabir.github.io

SKILLS

Languages: PHP, Java, C++, AS3, C, C#, HTML/CSS, Javascript, Assembly

Software: IntelliJ/Eclipse, XCode, Flash, Unity3D, Git, SVN

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

CO-OP WORK EXPERIENCE

Junior Software Engineer

East Side Games, Vancouver

Sep 2017 - Present

- Working for the live operations mobile game development team by adding and improving new features to better enhance player experience
- 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 reported game, layout, and localization bugs in AS3 and Flash

PERSONAL PROJECTS

Jewel Thief, 2D Unity Game

Jun 2017

- Implemented the player movements, attacks which uses space bar to shoot, spawning jewels and enemies that track player position and throw grenades
- 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

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

ACADEMIC PROJECTS

Word Frequency using Trees and Heaps

Mar 2017

- Implemented insertion, deletion, swap up and swap down of a max heap in C++
- Provided tests to check if items, based on the word frequency, are added, deleted and maintain heap-order property
- Implemented a Binary Search Tree recursion function that would look for a specific word and return its frequency of use

Buses R' Us, Android Application

Nov - Dec 2016

- Developed classes for a term project using Java and IntelliJ that represented bus routes, 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 creating and running the corresponding junit tests
- Presented the final demo to a Professor and received a final grade of A+

EXTRA CURRICULAR

I Die, You Die, 2D Unity Game

MLH 12 Hour Local Hack Day, Vancouver

Dec 2017

- Two-Player co-op game in which you 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

- Similar to the popular application Hootsuite, the app allowed for quick and easy access to multiple social media accounts within one application
- Designed and implemented UI and functionality
- Used GitHub and Git for team collaboration

WORK EXPERIENCE

Customer Service Representative

Winners HomeSense, Vancouver

Oct 2014 - Aug 2017

- Informed customers about new deals, promotions, and events
- Responsible for restocking and organizing all the new beauty and clothing inventory
- Communicated effectively and clearly with coworkers, management and customers
- Regulated and kept track of any incorrect ticketing, miss-mated items, and damaged goods

VOLUNTEER EXPERIENCE

Spring Gallery Educator

Stanley Park Aquarium, Vancouver

Apr - Jun 2014

- Responsible for teaching and motivating elementary school children about different marine species, habitats, and ecosystems
- Shadowed and demonstrated live dissections of fish to high school students
- Led shoreline clean ups and beach walks to elementary school children and volunteers
- Initiated 8-hour day-camps for children

Volunteer

Saint Michael's Daycare, Vancouver

Jun 2011 - Apr 2015

- Initiated and supervised outdoor activities, artwork and crafts for children
- Managed multiple tasks such as printing, photo copying, ordering supplies, and running short errands

EDUCATION

BSc: Computer Science, 3rd Year

Expected May 2020

The University of British Columbia

INTERESTS

Software and Web Design, Game Development, Graphic Design, Animation