# MONICA PABIN

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mpabin.github.io

**EDUCATION**

Bachelor of Software Engineering (B.S.E.)  Graduated: 2017
McGill University, Montreal, Quebec, Canada

**SKILLS**

*Languages*: Javascript, C++, C, C#, Java, Python, PHP, CSS, Sass, SQL
*Frameworks*: Angular, Laravel, Django, Bootstrap, Google App Engine, Qt
*Software/Other*: Git, VS2015, SourceTree, Unity, Photoshop

**EXPERIENCE**

*Generalist Programmer*  August - November 2017
Ubisoft – Montreal, QC

- Coded system to control and synchronize a camera and 64 LEDs with an Arduino.
- Developed front-end for said system, integrated processing software, and created a live visualization of data using C++, QT, and VS2015.
- Capstone project for university from Oct 2016 - May 2017.

*Web Developer Internship*  November 2015 - August 2016
RightFit Data Intelligence Inc. – Hazlet, NJ

- Designed and implemented marketing website for the company to showcase their products, including graphics and animated video. Built site using Bootstrap and Javascript/JQuery in the front end, and PerchCMS and AWS in the back. View it at www.rightfit.it.
- Revamped and upgraded JobView, a product used to display job postings in a more organized and aesthetic manner than traditional job sites. Polished the front end significantly and added new features using AngularJS, AngularJS Material, and Sass.

*Software Developer Internship*  September - December 2015
MGenuity Corp. – Lincroft, NJ

- Developed interactive geometry problems for children using C# in Unity3D.
- Used Javascript to create charts that show progress and statistics so teachers can identify students' weaknesses.

*Web Developer Internship*  June - August 2015
Mtelegence Inc. – Teaneck, NJ

- Developed system and front-end to display statistics to users using Laravel, PHP, Bootstrap, and MySQL.
- Interacted directly with users to receive and implement feedback.

**PERSONAL PROJECTS**

Pixel Art Bot (@pixelbotart)  March 2014
- Created a Twitter bot that tweets randomly generated pixel art.
- Used Python and Tweepy to implement it and deployed it on Google App Engine.

Drawing Gallery Website  August 2013
- Using Django, created a website where users could register, draw on a canvas, and submit drawings to an online gallery.

**GAME JAMS & HACKATHONS**

Participated in over 10 game jams and hackathons. Most notable:
- Won judges' pick for Super Money Bunny. McGame Jam (March 2017)
- Won best gameplay for Lasershot. McGame Jam (March 2015)
- Won judges' pick for Do the Thing. Global Game Jam (January 2015)
- All of the above were games made in Unity using C#.