MONICA PABIN

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mpabin.github.io

EDUCATION

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

EXPERIENCE

Web Developer Internship   November 2015 - August 2016
RightFit Data Intelligence Inc., Hazlet, NJ
- Created marketing site for the company, including integration with Perch CMS.
- Revamped and upgraded existing products, which involved adding features, fixing bugs, and making a new polished front end.
- Created various graphics used in website design and marketing.
- Used AngularJS, NodeJS, Sass, Bootstrap, and other technologies.

Software Developer Internship   September - December 2015
MGenuity Corp., Lincroft, NJ
- Developed interactive math problems using Unity3D.
- Used Javascript to create charts that show progress and statistics.

Web Developer Internship   June - August 2015
Mtelegence Inc., Teaneck, NJ
- Developed several pages to display statistics to users.
- Interacted directly with users to receive feedback.
- Used Laravel, PHP, Bootstrap, Google Charts, and MySQL.

PROJECTS

Dome-based Photogrammetry   October 2016 - May 2017
- Worked with Ubisoft to create a device used for photogrammetry.
- Coded system to control and synchronize several hardware components.
- Used Arduino, QT, C++, and Sony's Camera Remote API.

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
- Created a website where users could draw on a canvas and then submit the drawing to an online gallery. Included a user registration and login system.
- Used Django, Javascript, HTML, and CSS.

Ubisoft GameLab Competition   January - March 2015, 2017
- Worked with a team to create a game prototype in 10 weeks. Used Unity3D.
- Implemented physics-based mechanics as well as character and camera controls.

SELECT 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)

SKILLS

Languages: Javascript, PHP, CSS, Sass, Java, C#, C++, C, Python, SQL
Frameworks: AngularJS, Laravel, Django, Twitter Bootstrap, Google App Engine
Software/Other: NodeJS, Git, SourceTree, Unity, Eclipse, Aptana, Photoshop