

MONICA PABIN

monicapabin@gmail.com

mpabin.github.io

(201) 744-5039

EDUCATION

Bachelor of Software Engineering, expected May 2016
McGill University, Montreal, Quebec, Canada

SKILLS

Languages: C#, Java, Python, C, Javascript, HTML, PHP, CSS, SQL
Frameworks: Django, PhoneGap, Google App Engine
Software: Eclipse, Unity, Aptana

EXPERIENCE

Developer Internship

June - August 2014

Mtelegence Inc., Teaneck, NJ

Worked on a product called Readorium, aimed at improving literacy in children. Improved the UI, specifically the way information is presented to clients by implementing and integrating various graphing tools. Communicated with customers to get feedback during the process. Used Javascript, PHP, HTML and CSS.

PROJECTS

Ubisoft GameLab Competition (8 team members) January - March 2015

This was an intensive 10-week competition to produce a playable game prototype. Using Unity3D, my focus was on physics-based mechanics and controls for the character and camera. The game was nominated for the **Judge's Pick** category.

Motion Estimation (4 team members)

November 2014

In C, implemented a parallelized three-step search block-matching algorithm to estimate motion vectors using first OpenMP, then OpenCL, then comparing the two in terms of time taken to execute.

Design Principles and Methods (5 team members) September - December 2013

Built and programmed robots to complete various tasks such as wall-following, path-finding, and object avoidance. These components were then integrated into a single robot that could retrieve and deliver a block while mapping and avoiding obstacles. Heavy documentation was done during the entire process.

Pixel Art Bot - personal project

March 2014

Created a Twitter bot that tweets randomly generated pixel art. It is deployed on Google App Engine. You can see it in action by visiting its profile at @pixelbotart.

Paint-submission Website - personal project

August 2013

Used Django to create a website that allows a user to draw on a canvas and then submit the drawing to a gallery. Included implementing a user registration and login system.

SELECT GAME JAMS & HACKATHONS

- McGame Jam (March 2015) - **Won best gameplay** for Lasershot, a local versus four-player twinstick shooter.
- Global Game Jam (January 2015) - **Won judges' pick** for Do the Thing, a local co-op multiplayer game.
- 1 Button Jam (August 2014)- A 24 hour jam where the constraint was to make a game that used one button, and one button only. Created a game called DuckSort, which came in **2nd place**.
- Toronto Hackathon (May 2013) - Created a messaging app for Android that connected people in the area who were also using the same app.

RELEVANT CLASSES TAKEN

- Database Systems, Parallel Computing, Operating Systems, Software Validation, Programming Languages & Paradigms, Algorithms & Data Structures, Intro to Software Systems