

MONICA PABIN

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EDUCATION	Bachelor of Software Engineering McGill University, Montreal, Quebec, Canada	September 2011 - present
SKILLS	<i>Languages:</i> C#, Java, Python, C, Javascript, HTML, PHP, CSS, SQL <i>Frameworks:</i> Django, Laravel, PhoneGap, Google App Engine <i>Software:</i> Eclipse, Aptana, Github, Unity	
EXPERIENCE	<i>Developer Internship</i> Mtelegence Inc., Teaneck, NJ	July - August 2014
	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	<ul style="list-style-type: none">McGame Jam (March 2015) - Won best gameplay for Lasershot, a local versus four-player twinstick shooter. Made with Unity2D.Global Game Jam (January 2015) - Won judges' pick for Do the Thing, a local co-op multiplayer game. Made with Unity2D.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 3rd place. Made with Unity2D.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	<ul style="list-style-type: none">Database Systems, Parallel Computing, Operating Systems, Software Validation, Programming Languages & Paradigms, Algorithms & Data Structures, Intro to Software Systems	