

# MONICA PABIN

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## EDUCATION

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

## EXPERIENCE

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

- Code system to control and synchronize several hardware components.
- Develop front-end for the system and integrate processing software.
- Capstone project for university from Oct 2016 - May 2017.
- Using C++, Arduino, QT, and VS2015.

*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 system and front-end to display statistics to users.
- Interacted directly with users to receive and implement feedback.
- Used Laravel, PHP, Bootstrap, Google Charts, and MySQL.

## 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

- 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, VS2015, Unity, Photoshop