Monica Pabin

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OBJECTIVE

I am a motivated programmer seeking to gain more experience in a professional setting, eager to learn from those who have been in the industry for years. I am looking for an internship for the summer of 2015, but am flexible and willing to work into or during fall 2015.

EDUCATION

Pursuing Bachelor of Software Engineering   **September 2011 – Present**
McGill University, Montreal, Quebec, Canada
Expected graduation date: April 29, 2016

SKILLS

Operating Systems: Windows XP/Vista/7, Linux (Ubuntu)
Languages/Frameworks: Java, Python, C#, C, HTML, CSS, Django, PhoneGap, Google App Engine
Applications: Microsoft Word, Powerpoint, and Excel; Eclipse; Photoshop; Aptana; Unity
Other: GitHub (mpabin)

WORK EXPERIENCE

MTelegence - Developer Internship   **May 2014 – August 2014**

- Languages worked with: Javascript, PHP, HTML, CSS
- I worked on a product called Readorium, which aims to improve critical reading skills in children. I improved the user interface, specifically the way information is communicated to teachers about their students' progress, by getting feedback from teachers and applying that feedback. This meant making changes to the user interface, as well as implementing a graphing system for displaying information about students' progress in a more readable manner.

PROJECTS

Various Games   **February 2014 – present**

- I've made various games using Unity, all showcased at mpabin.github.io. Two of them (Flag It! and The Last Fry) have been showcased at the Mont Royal Game Society (MRGS) meetings, receiving very positive feedback.

Do The Thing! (3 team members)   **January 2015**

- Do The Thing! was a game made during the 2015 Global Game Jam, which is an annual 48 hour jam that happens all around the world, and whose theme this year was "What do we do now?". I participated in the Montreal event, dubbed "Montreal Game Jam". Do The Thing! was directly inspired by the theme. It's a local cooperative multiplayer game where players try to beat as many minigames as they can before they run out of hit points. The minigames are presented with minimal instructions, giving the players a chance to figure out what to do. The game was selected as a judges' pick at the Montreal event. The game was made in Unity 2D, using C#.

Paint-submission Website   **August 2013**

- Languages worked with: Python (Django), Javascript, HTML, CSS
- After using Django in a school project and internship, I wanted to acquaint myself with it better. I used it to create a website that allows a user to draw on a canvas and submit the drawing to a gallery where it is displayed. I also implemented a user registration system.

Pixel Art Bot   **March 2014**

- Languages worked with: Python (Google App Engine, tweepy, PIL)
- I created a Twitter bot that tweets randomly generated pixel art every few hours and replies to any tweet directed at it with a randomly generated image using the message given to it as a seed. It is deployed on Google App Engine. You can see it in action by visiting its profile at @pixelbotart on Twitter and tweeting at it.

GAME JAMS & HACKATHONS

- **Global Game Jam** (January 2015) - Won judges' pick for a game called Do The Thing (see above).
- **DatGam X** (October 2014) - Created a game called The Last Fry, a local multiplayer versus game where players fight to control and consume a french fry. Made with Unity 2D, using C#.
- **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.
- **McGill's McHacks Hackathon** (February 2014) - Created Stamp Out! prototype (see above).
- **Toronto Hackathon** (May 2013) - Created a messaging app for Android that connected people in the area who were also using the same app. Made using PhoneGap.
- **McGill University's CodeJam** (November 2012) - A 48 hour coding competition where over 50 teams were assigned a stock exchange problem to optimize.

OTHER INTERESTS

Game Design: While I am primarily a programmer, I do have a game-design oriented mind. In all of the games I've made, I've had full or equal control over game design. I find that having a knack for game design helps me easily visualize what a game designer expects me to implement.

Art: Can be seen at mpabin.github.io. I'm a self-taught artist, primarily making 2D flat-colored digital drawings. I am currently exploring more traditional media, mainly ink and pen.