MONICA PABIN

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mpabin.github.io

EDUCATION

Bachelor of Software Engineering   Expected: April 2017
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.
- Worked with AngularJS, NodeJS, and Bootstrap, among other technologies.

Software Developer Internship   September - December 2015
MGenuity Corp., Lincroft, NJ
- Developed interactive math problems using Unity3D.
- Created statistics page for users to view progress throughout the problem.

Web Developer Internship   June - August 2015
Mtelegence Inc., Teaneck, NJ
- Developed several pages to display statistics to users. Included restricting access to different levels of users.
- Used Laravel, Bootstrap, Google Charts, and MySQL.

PROJECTS

Pixel Art Bot   March 2014
- Created a Twitter bot that tweets randomly generated pixel art. (@pixelbotart)
- 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 implementing a user registration and login system.

Design Principles and Methods   September - December 2013
- Built and programmed robots to complete tasks such as wall-following, path-finding, and object avoidance.

Ubisoft GameLab Competition   January - March 2015
- 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.

Motion Estimation   November 2014
- In C, implemented a parallelized three-step search block-matching algorithm to estimate motion vectors.
- Used OpenMP and OpenCL, then compared the two in terms of execution time.

SELECT GAME JAMS & HACKATHONS

Participated in over 10 game jams and hackathons. Most notable:
- 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.

SKILLS

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