

MONICA PABIN

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mpabin.github.io

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EDUCATION	Bachelor of Software Engineering, expected May 2016 McGill University, Montreal, Quebec, Canada
SKILLS	<i>Languages:</i> Java, Python, C#, C, Javascript, HTML, PHP, CSS, SQL <i>Frameworks:</i> Django, PhoneGap, Google App Engine <i>Software:</i> Eclipse, Unity, Aptana
EXPERIENCE	<i>Developer Internship</i> June - August 2014 Mtelegence Inc., Teaneck, NJ Worked on a product called Readorium, aimed at improving literacy in children. Improved the user interface, specifically the way information is communicated to clients by implementing and integrating various graphing tools. Communicated with customers to get feedback during the process.
PROJECTS	Ubisoft GameLab Competition (8 team members) January - March 2015 This was an intensive 10-week competition to produce a playable game prototype. I focused on physics-based mechanics and controls for the character and camera. The game was nominated for the Judge's Pick category. Other Games February 2014 - present I have made various games using Unity, which you can view at mpabin.github.io. Three of them (Lasershot, Flag It!, The Last Fry) have been showcased at the Mont Royal Game Society meetings, receiving very positive feedback. 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.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. Made using PhoneGap.