

Ramisha Wasim

Designer

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🔗 <https://ramishawasim.itch.io/>
🌐 [Ramisha Wasim](#)

Work Experience

Uniqlo - Advanced Sales Associate

Mississauga, Ontario, Canada

October 2022 - November 2024

- As an advanced sales associate, I worked full-time at Square One Mall at UNIQLO.
- Handled customer complaints by providing high-quality service and customer satisfaction.
- A money manager and a leader for the Sales Floor, dealing with one-on-one customer interactions.
- Creating sales floor plans and ordering for replenishment.
- Ordering assets and putting up or replacing posters around the store.

Project Experience

Choco - 3D Puzzle Open World Game made in Unity

APRIL 2022

- Designed and produced complex world-building 3D assets using Autodesk Maya and Integrated a comprehensive user interface design for start, pause and end screens and all UI on the screen for scorekeeping and saving.
- I created all of the environmental assets, including the terrain blocks.

Moo. - 3D Puzzle Horror Game made in Unity

DECEMBER 2021

- Created environmental 3D assets and models for the game.

Quack - 2D Platformer made in Unity

OCTOBER 2021

- Designed 2D art and assets for the game and created the UI.

Find these games and more at: <https://ramishawasim.itch.io/>

Education

York University - Bachelor of Arts, Honours in Digital Media: Game Arts Degree

Toronto, Ontario, CA

2018 - 2022

Seneca Polytechnic - Interactive Media Design Diploma

Toronto, Ontario, CA

2025 - 2026

Skills

- | | | |
|---------------------|--------------------|------------------|
| ○ Autodesk Maya | ○ HTML5/CSS3 | ○ Android Studio |
| ○ Unity Game Engine | ○ JavaScript | ○ Figma |
| ○ Java | ○ PowerPoint | ○ Canva |
| ○ Python | ○ Photoshop | ○ Lightroom |
| ○ Excel | ○ Illustrator | ○ InDesign |
| ○ Git | ○ iMovie/Final Cut | ○ Audition |