



Sabba Noori

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[Sabba-Noori](#)



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Objective

Highly motivated and academically driven individual with strong foundations in programming, web development, and computer applications. After successfully completing a Bachelor's degree in Computer Applications and an Advanced Diploma in Computer Applications, I am now aiming to pursue a **Master of Computer Science in Canada** to advance my technical expertise, engage in innovative research, and build a successful career in the global technology industry

Technical Skills:

- **Programming & Core Computing:** C, C++, C#, JavaScript
Strong coding foundation essential for advanced computing studies
- **Data Structures & Algorithms:** Implemented in academic and personal projects
Key requirement for MCS coursework & research
- **Web & Software Development:** HTML, CSS, React.js, API Integration
Modern development stack for real-world application building
- **Database & OS Knowledge:** DBMS, Operating Systems fundamentals
Core subjects directly aligned with MCS programs
- **Version Control & Collaboration:** Git, GitHub, Jira, Trello, Miro
Experience working with distributed development workflows
- **UI/UX & App Prototyping:** Figma, Adobe XD
Supports software engineering and HCI-related studies
- **Additional Technical Exposure:** Unity (C# scripting), Unreal Engine, Debugging tools
Enhanced logical reasoning & interactive programming experience

HIGHLIGHTS OF QUALIFICATIONS:

PROFESSIONAL DEVELOPMENT AND SELF-LEARNING:

August 2023

Udemy and YouTube learning

- Continuously expand my game development expertise through Udemy courses, YouTube tutorials, and hands-on projects
- Developed a strong foundation in Unreal Engine and Unity by building various game mechanics and UI systems.
- Gained proficiency in C#, C++ and Blueprints by following industry best practices and solving real-world problems.
- Stay up to date with the latest game development trends, tools, and optimization techniques to improve workflow.
- Applied self-learned skills to personal and academic projects, strengthening problem-solving and debugging abilities.

EDUCATION :

Higher Secondary Education (+2) — 2020

Punjab Agricultural University, Ludhiana — 94%

Bachelor of Computer Applications (BCA) — 2020 – 2023

Gujranwala Guru Nanak Institute of Management and Technology — 77.9%

Relevant Coursework: Programming in C/C++, Web Development, Data Structures, Database Systems, Operating Systems

Advanced Diploma in Computer Applications (ADCA) — April 2023 – April 2024

Key Areas: Computer Fundamentals, Networking Basics, MS Office, DBMS, Internet Applications

Training and Certifications :

Programming Foundations & Interactive Development — Aug 2023 – Nov 2024

Strengthened core logic & UI interaction through hands-on projects

IELTS Academic Training — Dec 2024 – Mar 2025

Full Stack Web Development Bootcamp — Udemy — Jul 2025 – Sept 2025

100+ hours training • 23 React Web Apps • JavaScript, API, Deployment skills

Additional Technical Skill Courses — Jun 2024 – Jan 2025

Unreal Engine Courses, C++ for Game Development, Git with UE

PROJECTS :

Knock Down Ball Expert (Unity, 2D Physics-Based Game) ([View](#))

- Designed and developed a slingshot-based physics puzzle game inspired by Angry Birds.
- Implemented realistic trajectory prediction and object physics interactions.
- Created various level designs with increasing difficulty, requiring strategic aiming and precise shots.

FPS Shooter (Unreal Engine, 3D Action Game) ([View](#))

- Developed a fast-paced first-person shooter where players eliminate enemies within a time limit.
- Integrated basic AI for enemy movement and attack mechanics.
- Implemented item pickups for ammunition and interactive TNT explosions for environmental destruction.

KeyQuest (Unity, 2D Adventure Game) ([View](#))

- Designed and implemented an engaging platformer where players navigate hazards and collect keys to escape.
- Developed movement mechanics using Unity's Rigidbody physics system.
- Created dynamic obstacles like spikes and traps to challenge players.

ADDITIONAL COURSES & CERTIFICATIONS :

June 2024-January 2025

- Unreal Engine 5 C++ The Ultimate Game Developer Course – June 2024
- Unreal Engine 4 C++ The Ultimate Shooter Course – August 2024
- Unreal Engine First Person Shooter Survival Course – October 2024
- The Ultimate Git Course with Applications in Unreal Engine – December 2024
- Learn C++ for Game Development – December 2024

Learning & Skill Development :

- 2020–2023 → BCA (Software fundamentals foundation)
- Apr 2023 – Apr 2024 → ADCA diploma

- Aug 2023 – Nov 2024 → Continuous programming learning + projects
- June 2024 – Jan 2025 → Additional courses and certifications
- Dec 2024 – Mar 2025 → IELTS training
- Apr – Jun 2025 → IT learning
- Jul – Sep 2025 → Full-time React Bootcamp