Sanil Dhamija

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EDUCATION

Bachelor of Science, Computer Science
Memorial University of Newfoundland
St. John's, NL

PROJECTS

Zombie Shooter Game (Course Project)   09/2021-11/2021
- First Person Shooter game implemented in Unreal Engine 4
- UI and Game Flow designed in a group of 2.

Tic Tac Toe Android Application (Personal Project)   06/2021 – 07/2021
- Developed Tic Tac Toe game.
- Made using Android Studio with Java.
- Developed front-end UI and back-end game logic.

Audiobook Reader Android Application (Personal Project)   06/2021 – 07/2021
- Developed a fully functional Android Audiobook reader.
- Made using Android Studio with Java.
- Implemented MediaPlayer class and used its methods like pause, play, and stop.
- Designed functional media player UI that uses external media files.

Malefiz/Barricade Game (Course Project)   01/2021 – 04/2021
- Malefiz board game coded into a runnable, playable, and fully functional Java Application
- Implemented software design patterns.
- Responsible for Junit testing of the game.

SKILLS

Programming:
Coding: Java | Python | C | C++ | MySQL | HTML | R | Unreal Engine 4 | Javascript
Libraries: Junit | Pandas | SciPy | NumPy | Pyplot

Languages:
English | Hindi | Punjabi | French

WORK EXPERIENCE

Food Counter Attendant- Manna European Bakery and Deli   09/2021 – Present