



Steve Smith

Software Developer

To pursue a career in a growing and dynamic organization, putting my all efforts and knowledge to firm's activities, thus rendering all possible services in my capacity to the organization, to effectively contribute to the optimal growth of the organization.

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📅 9 22 June,

1996

WORK EXPERIENCE

Data Annotator

Freelancing

(Autonomous Driving Project)

Achievements/Tasks

- Work with USA based client on Autonomous Driving Project
- Annotate traffic images dataset into multiple classes using Visual Object Tagging Tool (VoTT)

Programmer

Harvard University

USA

Summer Internship

Achievements/Tasks

- Script Writing of Unity 3D, Design, production and Visual Arts,

Game Designer

Harvard University

USA

Summer Internship

Achievements/Tasks

- Character Designing, Animation making, 3D model Designing

EDUCATION

Matric

Waterloo School Austin

Texas

- Computer Science

ICS

Waterloo School Austin

Texas

- Computer Science

Bachelor of Science in Computer Science

Harvard University

USA

SKILLS

Microsoft Office M Microsoft Visual Studio/ My SQL

Unity 3D / Maya / Blender Adobe Illustrator/ Photoshop

Programming Languages (C, C++, HTML,HTML5 , CSS)

PERSONAL PROJECTS

Desktop App for Cricket Club Management System

- Visual Programming

Roller Madness Game / First Person Shooter Game

- Unity Project

Kids Self Defense Training Game

- Final Year Project

LANGUAGES

ENGLISH

Professional Working Proficiency

INTERESTS

Sports

Computer Games

Game Designing

Traveling & Adventures

Martial Arts

Resume Link: https://drive.google.com/file/d/1tJrR_dawG26IdHSyo0h2vWXmpAD2K9VZ/view?usp=sharing