

# Shifat Khan

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6651 rue Marquette #3, Montreal, QC H2G 2Y6, Canada

## Software Developer

Upcoming BCompSc graduate offering a strong foundation in software engineering and programming principles across multiple platforms. Bringing over 6 years of experience in object-oriented programming; developing, testing, and debugging code. Winner at McGame Jam 2020 (McGill).

- Game related : OpenGL, Unity, Unreal Engine
- Considerable experience in Java, C#, C++, Laravel, JavaFX, Git, .NET Framework
- Very familiar with XHTML, HTML, CSS, JavaScript, PHP, SQL, MySQL, jQuery, Ionic, JSF/JSP, AspectJ, React, Python, REST API, Node.js, TypeScript, MVC pattern, Full-Stack
- Operating systems – Windows, Linux, MAC, Android
- Other – Trello, Slack, Blender, Premiere pro, After effects, Photoshop
- Fluent in English and French (verbal and written), and Bengali (verbal)

## Education

<b>Bachelor of Computer Science</b> – Computer Games (includes Ubisoft's GCO) Concordia University – Montreal, QC, Canada	2017-2021
<b>Diploma of Collegial Studies (DEC)</b> in Computer Science and Technology Dawson College – Montreal, QC, Canada	2014-2017

## Work Experience

**Fusion Jeunesse** (partnered with Ubisoft) – Montreal, Quebec H3B 4R4      Sept 2019 - Present  
Coordinator for Game Design

- Teaching high school students how to make 2D games using Construct 3
- Helping them with a Game Design Document for each team
- Guiding students through conception, game design, art, writing, coding & prototyping

### *Key achievements*

Gained ability to explain ideas and code clearly (down to an elementary level). Working with many students at once was extremely fun, especially since I love helping!

**WestGroupe** – 4775 rue Cousens, Saint-Laurent, QC, Canada      Summer 2019  
Quality control (Q&A)

- Prepared customers' orders on glasses fast and error-free
- Organised the warehouse to allow for smooth and efficient picking for the other workers and myself
- Inspected eyewears received from China to check for defective units.

**Olobotics Inc.** – 4230 rue St-Denis, Montreal, QC, Canada      Summer 2017  
Android & Web developer

- Coded an **Android** & **iOS** application with Android studio and **Ionic** for an Entertainment company, Kidoons.
- Improved user experience by implementing **Firebase** database to update local resources seamlessly.

- Redesigned, developed and debugged their management website using **Laravel**, **JavaScript**, **HTML**, and **CSS** that allowed Kidoons to send push notifications to the people attending their theatrical play accordingly. For increased practicality, the site also allowed them to modify their database without opening Firebase's website.
- Collaborated and maintained organization with a team of 7 people with **Trello**, **Slack** and **Git**.

#### *Key achievements*

Optimized their android application and website so it would work on almost all devices. Both were designed with a user-friendly layout and styled according to their theatrical theme.

Code was well documented with the usage of comments and Git issues for clarity.

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## Projects

[github.com/shifatkhan](https://github.com/shifatkhan)

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### Unity games (Personal, Game Jams) 2018 - present

- Winner at McGame Jam 2020
- Coded physics and gameplay from scratch using **C#**.
- Coded NPC AI with a custom state machine (look for ProjectAS in my github)
- Followed best practices for clean code
- Efficient usage of Scriptable Objects for events, dialogues, stats, and items.
- Worked in a team of 2 - 8 people with Trello and Git.

#### *Key achievements*

Trained my ability to think outside the box to make certain game mechanics work in a fantasy setting. Debugged and fixed code quickly with git issues. Participated in multiple Game Jams.

### Board game in digital form - **King of NY** (Academic) 2018

- Designed and implemented front-end (text-based) and backend using **C++** and **Visual Studio**.
  - Unit tested classes and objects to allow for easy debugging and stability.
  - Worked heavily with (smart) pointers, garbage collection, and various design patterns – mainly observer and strategy design patterns.
  - Created the game's map with graphs to allow for flexible functionality.
- Worked in a team of 3 people with Trello and Git.

#### *Key achievements*

Learned how to implement new design patterns and gained problem solving skills.

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## Certificates

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### Ubisoft: Rational Game Design (GCO) 2020

- Learned about the process that goes into creating a Triple-A (AAA) game
- Explored the different teams and roles in a game company
- Created game mechanics and gameplay using rational approaches

#### *Key achievements*

Got a better sense of creating fun and interesting gameplay. This includes mechanics, stories/environments, atomic parameters, and 3C.

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## Game Competitions

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### Ubisoft Game Lab Competition 2021 - Present

- Ongoing competition with a team of 8 students and 2 Ubisoft mentors.
- Will give me a lot of experience in teamwork and overall game development!

### McGame Jam (McGill University) 2020

- We were winners of this Game Jam
- As team lead, I planned roles, deadlines, and software architecture.

### Global Game Jam (Tag Lab, Concordia University) 2020

- Our scope was a bit higher on this one, which gave us the opportunity to learn a lot.
- Learned a lot about combat systems in video games.