

Siovan Gecelovsky

siovangecelovsky@gmail.com ❖ [shudsky.github.io](https://github.com/shudsky) ❖ (519) 566-7874 ❖ Montreal, QC

WORK EXPERIENCE

Edsby

May 2021 – Present

Quality Assurance Tester

Remote

- Edsby is an education platform based in Canada which provides school boards and educators around the world with a digital environment to interact with students and their families.
- Responsible for testing out functions implemented into the Edsby sandbox prior to them being operationalized to ensure a seamless introduction and full compatibility with the main system.
- Report findings to developers using Jira so appropriate changes can be made.
- Configure curricula in Excel to be compatible with Edsby's system requirements.
- Create custom Python programs to increase the functionality and efficiency of Edsby

PROJECTS

Ubisoft Game Lab Competition

January 2023 – April 2023

Mount Roller Dispatch

Montreal, QC

- Game Lab is a yearly competition hosted by Ubisoft Montreal which brings together teams of 8 students from universities across Quebec to build a game prototype in the span of 10 weeks.
- My team's submission (on behalf of Concordia) was "Mount Roller Dispatch" is a roller-skating racing game about delivering packages across the city in the shortest amount of time.
- I was responsible for contributing to the art side, including 3D modeling in Blender and creating graphics in Illustrator.

GamerELLA Game Jam

December 2022

Hiding in Plain Sight

Montreal, QC

- GamerELLA is the longest-running game jam focused on marginalized game creators.
- I participated alongside two others to create "Hiding in Plain Sight", a mystery game about asking questions and retrieving objects..
- I was responsible for programming as well as assisting in narrative design.

EDUCATION

Concordia University

September 2020 – December 2024

BCompSc, Computer Science and Computation Arts

Montreal, QC

- 3.83 GPA
- Coursework involves a combination of theoretical mathematical and computer science concepts as well as more practical creative and artistic applications.

SKILLS & INTERESTS

Skills:

- o Java, Python, JavaScript, HTML, CSS, PHP, C#, C
- o Adobe Photoshop, Illustrator, Premiere, After Effects
- o Google Docs, Sheets, Slides, Drive, Gmail
- o Jira
- o Blender, 3D Substance Painter
- o English (native), French (beginner)
- **Interests:** Playing harp, going to concerts, science fiction novels, video games