

# Siovan Gecelovsky

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## WORK EXPERIENCE

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### 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

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### 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", a roller-skating racing game about delivering packages across the city in the shortest amount of time.
- I was responsible for contributing on 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

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### 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

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### 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