Siovan Gecelovsky

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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", 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:**
  - Java, Python, JavaScript, HTML, CSS, PHP, C#, C
  - Adobe Photoshop, Illustrator, Premiere, After Effects
  - Google Docs, Sheets, Slides, Drive, Gmail
  - Blender, 3D Substance Painter
  - Unity
  - English (native), French (beginner)
- **Interests:** Films, concerts, speculative fiction, video games