Tasawar Shafat Sattar

visual artist. designer. developer.



JavaScript - ReactJS - NodeJS - HTML - CSS - Python - Java - C# - C++

Photoshop - Illustrator - Blender - Unity - Webflow - Figma - Canva



Recent Freelance

https://tasusattar.github.io/xtras

RocketBlocks

 Quarter-Page Conference Ad and Page Cards design w/ Figma

Ruposh Dairy Farms

 Landing page and Product Browsing Page design & development w/ Webflow + pdf design w/ Canva

SumUp Donation App

 Prototype Android app development to receive donations via SumUp interface w/ Android Studio

Canadian Red Cross

Team Leader - Toronto, ON

- Door to door canvassing for local programs run by Canadian Red Cross.
- Operated under TNI group and Harris Global Enterprises.
- Built friendly rapport with home owners at their door and closed a minimum of one monthly donor a day. Trained new representatives on how to relate with clients and began to build a team of my own.

Personal Project

BUMPIT

Mobile App Video Game

- Developed game as a personal project from conception to user testing phase using Unity software.
- Created early game assets using Illustrator.
- Made multiple obstacles with different effects to increase difficulty as the levels progressed.
- Game Objective: Swipe and bump the blue ball into the red hole.
- Download Test APK on Android Phone only (Requires Developer Mode to be turned on):

https://drive.google.com/drive/folders/1-u4tc-fDp-Dtfs2YDsWjWYHIAxBbBXAu?usp=sharing

Real Programming 4 Kids

Instructor - Toronto, ON

- Taught children between grades 4 12 how to make video games from Beginner to Advanced programming levels.
- Had to communicate difficult concepts such as OOP and game physics mechanisms in an interactive way for the children to understand.
- Adapted to teach a range of games from alternatives of Pacman and Tetris to Shooters and Game Engines.

https://realprogramming.com/

