

Tasawar Sattar

writer. designer. developer.



HTML/CSS – JavaScript – ReactJS/NodeJS – Python – C# – Java

Photoshop/Illustrator/InDesign – Blender – Unity – Webflow – Figma



Dhaka Tribune

<https://www.dhakatribune.com/author/tasawar>

Sub-editor; Writer

- Wrote Editorials on a semi-regular basis and other writing assignments and reports
- Had personal Opinion pieces published under my byline
- Edited multiple articles to be ready for publishing on a daily basis

Designer

- Made page layouts for the printed newspaper pages on InDesign every day
- A Google Drive file with some of my favourite pages: <https://shorturl.at/NoFhP>
- Made templates during the revamping of the Instagram poster designs

Editorial Assistant

- Organized the email intake of articles received onto a list for the Editorial Head
- Maintained email rapport with contributing authors and informed them of publishing
- Uploaded the articles online

Head of [Tribune Z](#)

- Managed Tribune Z, a weekly page for youth-oriented content
- Performed all the aforementioned roles
- Brainstormed with and advised the young contributors and gave feedback on their work

BUMPiT

<https://www.kochigamerz.win/BUMPiT>

Personal Project – Mobile Game Development

- Developed a simple and unique mobile game using Unity3D
- Released for Android devices on the Google Play Store
- Designed game assets using Adobe Illustrator
- Integrated app monetization with Admob and IAPs

Canadian Red Cross

Team Leader; Canvasser – Toronto, ON

- Door to door grassroots 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

Real Programming 4 Kids

<https://realprogramming.com/>

Instructor – Toronto, ON

- Taught kids 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



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