

Tasawar Shafat Sattar

visual artist. designer. developer.



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

Photoshop – Illustrator – Figma – Blender – Unity – Shopify – Canva



Recent Freelance

<https://drive.google.com/drive/>

[folders/1Jfr9m_BLQvj6hAPLkDKwpSMpTu0kb-em?usp=sharing](https://drive.google.com/drive/folders/1Jfr9m_BLQvj6hAPLkDKwpSMpTu0kb-em?usp=sharing)

RocketBlocks

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

Ruposh Dairy Farms

- Landing page and Product Browsing Page design & development w/ Shopify + 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-](https://drive.google.com/drive/folders/1-u4tc-fDp-Dtfs2YDsWjWYHIAxBbBXAu?usp=sharing)

[Dtfs2YDsWjWYHIAxBbBXAu?usp=sharing](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/>



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