APOORV MAKKAR

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HIGHLIGHTS OF SKILLS:

- Designed and developed **full-stack applications**, including **Android apps** using **Java, Firebase, and XML**, with **API integration** for dynamic features and enhanced functionality.
- Produced and managed **Unity-based game projects**, incorporating **sound design**, original soundtrack creation, and effective **task management** with Trello.
- 5 Years of experience in creative and technical software such as **Adobe Photoshop, Blender, and Audacity** to develop engaging visuals and audio for multimedia projects.
- Developed personal projects utilizing **Python** and **web APIs**, demonstrating expertise in coding, and debugging, with a focus on **machine learning** applications and data analysis using **RStudio**.

EDUCATION:

Bachelor of Science, Computer Science   Jan. 2023 - Jun. 2026

University of Alberta, Edmonton AB

- Relevant Coursework: Introduction to Software Engineering, Data Structures and Algorithms, Machine Learning, Reinforcement Learning.

Certificate in Computer Game Development   Jan. 2023 - Jun. 2026

University of Alberta, Edmonton AB

- Relevant Coursework: Computer and Games, Game Design Principles, Understanding Video Games, Introduction to Music Technologies.

RELEVANT PROJECTS:

Noodle - Event Lottery App (Android)   Sept. 2024 - Dec. 2024

Software Developer/ UI Designer   https://github.com/CMPUT301F24Noodle/Noodle-Event-Lottery

- Developed a community event lottery app that allows users to create, join, and manage events with **custom-generated QR codes** using **Android Studio** and **Java**.
- Managed user data using **Firebase.**
- Designed **UI mockups** and concept ideas in **Adobe Photoshop** and coded them in **XML**.
- Integrated **real-time notifications** and **event tracking** for organizers and participants.
- Added features for **geolocation verification, user metrics,** and **image uploads to** boost organizer engagement.

Pokeo - Pokemon Generator (Android)   Sept. 2024 - Dec. 2024

Software/API Developer   https://github.com/weolins/pokemon-generator

- Designed other metagames to add a challenge to pre-existing Pokemon games.
- Utilized **Poke-API** and **Java** to generate random Pokemon teams based on user needs.

Under Pressure (Game)   Jan. 2024 - Apr. 2024

Producer

- Produced a **2-D thriller game** in **Unity**, with the help of my team "*Massive Error*".
- Scheduled weekly team meetings to keep track of progress made and account for potential contingencies in meeting deadlines.
- Organized and **assigned tasks** using **Trello** to ensure the timely completion of the project.

Audio Developer

- Developed over 100 unique sound effects for the game by **sampling, editing, and recording original and open-source audio.**
- Developed the original soundtrack for the project in **FL Studio.**

WORK EXPERIENCE:

Video Editor   Mar. 2021 - May 2021

Skillarena.in

- Assisted in developing course content and structure for **Python, Data Science, and LinkedIn.**
- Edited, streamlined, watermarked, and performed sound checks on over 30 hours of course material to ensure quality and consistency.

Content Producer

Green Remark Media   Nov. 2020 - Feb. 2021

- Edited, condensed, and sound-checked **AV projects** to make them commercially viable.
- Added relevant **transitions and graphics** wherever necessary.
- Participated in **script writing** and **camera work** to gain more experience in AV production.

SELECTED ACHIEVEMENTS:

Dean's Honor Roll   Sept. 2023 - Apr. 2024

University of Alberta, Edmonton

- Awarded to students with a Grade Point Average of **3.5 or higher** on 24+ units of course weight.

Game of The Year

University of Alberta, Edmonton   Apr. 2024

- Awarded at the University of Alberta's annual Games Certificate Award Ceremony for contributions to "Under Pressure," recognized as the best overall game (Junior level).

TECHNICAL SKILLS:

- **Programming Languages:** Python, Java, C, C++.
- **Software:** Git, Android Studio, Unity, RStudio, Firebase
- **Creative Software:** Adobe Photoshop, Audacity, FL Studio, Da Vinci Resolve, Krita, Blender.
- **Languages:** Fluent in English and Hindi.