

# MONICA PABIN

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mpabin.github.io

<b>EDUCATION</b>	Bachelor of Software Engineering, McGill University, Montreal	Graduated: 2017
<b>SKILLS</b>	<i>Languages:</i> Javascript, C++, C, C#, Java, Python, PHP, CSS, Sass, SQL <i>Frameworks:</i> Angular, Django, Laravel, Bootstrap, Google App Engine, QT <i>Software/Other:</i> Git, VS2015, SourceTree, Unity, Photoshop	
<b>EXPERIENCE</b>	<b><i>Game Developer</i></b>	<b>December 2017 - Present</b>
	Couple Six, Inc. – Remote – Barbados	
	<ul style="list-style-type: none"><li>• Developing AI, gameplay systems, level design, and bug fixing, as well as writing architecture documentation. Done in C# in Unity.</li></ul>	
	<b><i>Generalist Programmer</i></b>	<b>August - November 2017</b>
	Ubisoft – Montreal, QC	
	<ul style="list-style-type: none"><li>• Coded system to control and synchronize a camera and 64 LEDs with an Arduino.</li><li>• Developed front-end for said system, integrated processing software, and created a live visualization of data using C++, QT, and VS2015.</li><li>• Capstone project for university from Oct 2016 - May 2017.</li></ul>	
	<b><i>Web Developer Internship</i></b>	<b>November 2015 - August 2016</b>
	RightFit Data Intelligence Inc. – Hazlet, NJ	
	<ul style="list-style-type: none"><li>• Designed and implemented marketing website for the company to showcase their products, including graphics and animated video. Built site using Bootstrap and Javascript/JQuery in the front end, and PerchCMS and AWS in the back. View it at <a href="http://www.rightfit.it">www.rightfit.it</a>.</li><li>• Revamped and upgraded JobView, a product used to display job postings in a more organized and aesthetic manner than traditional job sites. Polished the front end significantly and added new features using AngularJS, AngularJS Material, and Sass.</li></ul>	
	<b><i>Software Developer Internship</i></b>	<b>September - December 2015</b>
	MGenuity Corp. – Lincroft, NJ	
	<ul style="list-style-type: none"><li>• Developed interactive geometry problems for children using C# in Unity3D.</li><li>• Used Javascript to create charts that show progress and statistics so teachers can identify students' weaknesses.</li></ul>	
	<b><i>Web Developer Internship</i></b>	<b>June - August 2015</b>
	Mtelegence Inc. – Teaneck, NJ	
	<ul style="list-style-type: none"><li>• Developed system and front-end to display statistics to users using Laravel, PHP, Bootstrap, and MySQL. Interacted directly with users to receive and implement feedback.</li></ul>	
<b>PERSONAL PROJECTS</b>	<b>Chat Application</b>	<b>May 2017 - Present</b>
	<ul style="list-style-type: none"><li>• Working in Angular and Xamarin to create a web and mobile application designed to connect people and allow them to do small favors for each other.</li></ul>	
	<b>Twitter Art Bot (@pixelbotart)</b>	<b>March 2014</b>
	<ul style="list-style-type: none"><li>• Created a Twitter bot that tweets randomly generated pixel art.</li><li>• Used Python and Tweepy to implement it and deployed it on Google App Engine.</li></ul>	
<b>GAME JAMS &amp; HACKATHONS</b>	Participated in over 10 game jams and hackathons. Most notable:	
	<ul style="list-style-type: none"><li>• Won judges' pick for Super Money Bunny. McGame Jam (March 2017)</li><li>• Won best gameplay for Lasershot. McGame Jam (March 2015)</li><li>• Won judges' pick for Do the Thing. Global Game Jam (January 2015)</li><li>• All of the above were games made in Unity using C#.</li></ul>	