

Gaurav Sharma

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Objective

To become associated with a company where I can utilize my skills and gain further experience while enhancing the company's productivity and reputation.

Summary of Qualification

- Ability to succeed in variety of environments including small and large companies
- Strong organizational and multitasking abilities; detail-oriented, focused and consistent.
- Professional communication skills and strong problem-solving skills
- Trained and experienced in working effectively both independently as well as being a contributive member of a team.

Education

Jul/2010 – Jun/2011

Vancouver Film School

Game Design

- Completed a one-year diploma program that focuses on preparing students for concepts creation, prototyping, designing, producing and presenting a fully playable game by the end of the year.
- Graduated with a 90% Cumulative Average.
- Completed and certified in Cinematic and Game Production/Theory, Level Design, Storytelling (Visual and Storyboarding), 3D Modeling, Art, Audio and Scripting.
- Excelled at Game Mechanics, Interface Design, Mobile and Online Design and Flash
- Completed classes and experienced in prioritizing efficient Team and Project Management.

Feb/2015 – Jun/2015

BCIT

Computer System Technology

- Part-time studies; working towards getting a diploma with programming and varying & improving my skill set.

Sept/2016 – Current

NAIT

Digital Media and IT

- Full-time studies; working towards a game programming diploma and improving my programming skills

Work Experience

September 2017 – August 2018 Mobile Technologies Inc. (MTI)

Technical Specialist (Full Time)

- Responsible for installation and testing of electronic devices at various locations
- Responsible for products such as Bose, Sonos, Sony, Apple
- Monitor quarterly checkups and reoccurrence for Best Buy.

January 2016 – July 2016

Encepta

October 2016 – April 2017

Data Fusion Specialist (Full Time)

- Developed an app called Twentify, it's used to experiment and validate collecting data
- Review, analyze, and interpret infrastructure data in various formats including picture, drawings, spreadsheets, databases or other formats
- Use technological tools and resources to analyze collected data to assist companies and clients help create a unified data record
- Perform research on new technology, processes, and techniques to improve data fusion
- Provide training and mentorship to other team members when necessary

July 2012 – January 2016

DHX Media

Game Design (Full Time)

- Worked on the development team for Battle for Slugterra as a Level Designer
- Worked on Slug It Out!, SlugSlinger Showdown and Secrets of Shadow Mines; specifically on a level designer, scripting, art implementation, music and character balancing.
- Experience in being scrum master and managing the burndown charts for every project.
- Created test plans and worked on Design Documentations for all projects.

November 2011 – July 2012

Electronic Arts (EA)

Quality Assurance Analyst (Full Time)

- Duties included creating test plans, edge cases for features, automation, captcha, networking speeds and localization on different websites and the main store.
- Tested for bugs on early builds (which were organized and reported). Ran through different test plans both individually and with a team.

Jul 2009 – Jun 2010

Laptop Depot Inc.

Sales Representative (Full Time)

- Selling new, refurbished laptops, TVs, desktops
- Repair and maintain desktops and laptops
- Configured hardware and software to optimize performance for client needs

Computer Skills

Skilled in:			Knowledge of:		
Excel	Flash	Unity	Perforce	XML	PhotoShop
JIRA	XCode	C#	SQL	Razor	TexturePacker2D
Java	Origin	Unreal Engine	Scripting	Upsight	C++
PlasticSCM	MonoGame	ASP.NET	Google Tag Manager	HTML/CSS	Game Design

Skill Set

Dedication – Accustomed to spending long hours in order to make the most of short development times and tight schedules. A Productive worker under pressure, highly motivated during projects, and a consistent drive to take initiative.

Team Work – Experienced and trained in maintaining strong communication skills; working effectively both independently as well as being a strong and contributive member of a team.

Potential – Known for not only contributing solutions but also in giving and embracing guidance and criticism. Always looking to learn as much as possible, as quickly as possible.