

Fahim Siddiqui

linkedin.com/in/fahimsiddiqui97

Portfolio: fahim-97.github.io

fahimsiddiqui1997@gmail.com

Cell: (647)-574-0524

PROFESSIONAL SUMMARY

Highly motivated Computer Science graduate from Lassonde School of Engineering with a passion for **software development, cybersecurity** and **game development**. Fast learning and versatile individual with an affinity for excellent teamwork, problem-solving and leadership skills.

TECHNICAL SKILLS

- **Programming Languages:** Python, Rust, C#, C, C++, Java, JavaScript, HTML/CSS, SQL
 - **Tools/Frameworks:** Unity Game Engine, Eclipse, Android Studio, Kali Linux, Pycharm, Wireshark, Scapy, Ruby on Rails, Spring Boot, React, Bootstrap, Maven, Gradle
-

WORK EXPERIENCE

Unity Developer (Part-Time) // Studio Cloud Grey **October 2021 - Present**

- Engineered advanced game functionalities using **Unity** and **C#**, focusing on **optimized performance** and innovative gameplay mechanics.
- Led integration of complex graphics and audio, applying rigorous **testing** and **debugging** to enhance game quality and **user experience**.

Smart Systems Intern // Mackenzie Health **January 2021 - April 2021**

- Collaborated on cutting-edge technical initiatives at Cortellucci Vaughan Hospital, contributing to the opening and recognition of it as Canada's **first smart hospital**.
 - Played a key role in the successful deployment of robust systems such as **RTLS, Vocera, and MyCare**, enhancing hospital operations and patient care.
 - Conducted comprehensive **MRT Testing** to ensure system reliability and performance, bolstering the hospital's technological infrastructure.
-

PROJECTS

HomeFree [PC, Switch] // C#, Agile, Scrum, Relay

- Fully funded for **USD 10,000** on Kickstarter, in collaboration with Acorn Land Labs.
- Developed the Alpha using **C#** in Unity Game Engine using **Agile** development methodology, paired with a user friendly **GUI**, while ensuring performance optimization and a setup prepared for multiplayer experience using **Relay** and **Unity Netcode for GameObjects**.

Wyrms Hole, A Social Media App for Gamers // Full-Stack/MERN using React, Tailwind CSS

- Engineered 'Wyrms Hole', a **dynamic social media platform** for gaming enthusiasts, leveraging the **MERN** stack for efficient **full-stack development**, ensuring scalable, maintainable code, and seamless user experiences.
 - Designed and implemented real-time communication features and a user-centric interface with **React** and **Tailwind CSS**, optimizing application performance with **Node.js** and **Express.js** backend architecture.
-

EDUCATION

York University // Bachelor of Science (Honors), Computer Science **June 2023**

Notable Coursework: Network Security & Forensics, User Interfaces, Database Systems, Object Oriented Programming, Software Design, Data Mining, Design and Analysis of Algorithms.