

# Fahim Siddiqui

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## 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.

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## TECHNICAL SKILLS

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

**Web Developer, Contract** // Young Scholars Prep Inc. **May 2024**

- Developed and customized a responsive website for Young Scholars Prep Inc. utilizing **Squarespace CMS**, incorporating custom **HTML/CSS** for advanced styling and functionality.
- Implemented dynamic features and enhancements using the **SquareKicker plugin**, optimizing the user experience and site performance.

**Unity Developer** // Studio Cloud Grey (Co-Founder) **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.
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## 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**.
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## 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.