

Farhan Irani

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Phone Number: +1 416-660-0457 **GitHub:** <https://github.com/BOBJAY77>

Skills

Programming Languages: C#, C/C++, Assembly Level Programming (MIPS), Java, HTML

Graphics and Game Development: Unity, Photon Pun 2 (Multiplayer), Custom Game Engine Programming, OpenGL, OpenGL Shader Language (GLSL), Blender, Substance, Aseprite, Sound Effect Production

Education

ONTARIO TECH UNIVERSITY

Bachelors of Information Technology (Honours)

Major: Game Development and Entrepreneurship

Oshawa, Ontario

Sep 2019 - May 2023

Work Experience

Zebra Robotics

Teaching Assistant (Volunteer)

Mississauga, Ontario

Aug 2018

- Fostered active class participation by encouraging student feedback
- Facilitated teamwork by encouraging students to collaborate in small teams

Projects

Cosmic Bounce(Published) [\[GitHub\]](#)

Mississauga, Ontario

Aug 2023 - Nov 2023

- Developed and optimised ball bouncing game system and functional obstacles that aided or went against the player using Unity and C#, which improved game playability and player engagement.
- Set up resizable UI and other games elements to fit all kinds of screen sizes.
- Have put up Ads Mediation and google pay option to remove ads as well along with Firebase Firestore to store all value of the levels

BLAZARK [\[GitHub\]](#)

Oshawa, Ontario

Dec 2018 - April 2022

- Developed and optimised enemy AI algorithms using OpenGL and C++, which improved game playability and player engagement.
- Coordinated project milestones and deadlines with the team, ensuring that all objectives were met on time, resulting in a successful game launch.

Slime It Away [\[GitHub\]](#)

Oshawa, Ontario

Dec 2021

- Incorporated an accessibility feature allowing users to adjust colours to accommodate various forms of colour blindness.
- Embedded a subtle narrative addressing environmental issues and the tendency to overlook them.
- Programmer of in-game features and the strategic development of gameplay mechanics such as player movement, spawner, score system, and colour filter.