

ISHPREET SEKHON

Game Developer | UX Designer



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WORK EXPERIENCE

Game Development Co-op Programmer

Sep 2020 - August 2021

Hardspace: Shipbreaker - Blackbird Interactive Inc

- Wrote code for *Hardspace: Shipbreaker*, which received Overwhelmingly Positive review status on Steam and was nominated for and won various game awards.
- Owned and contributed to released features involving gameplay scripting, data systems, UI, UX, accessibility, QoL, onboarding, localization and more.
- Championed improvement of game interfaces and implementation of new interfaces as the primary UI programmer on the code team.
- Improved code base using cutting edge techniques including Unity's Entity Component System, multi-threaded Jobs, and performance profiling.
- Collaborated with designers, artists, programmers, QA and production to get features developed on time, as designed and stable.

Visual Interaction Design Co-op

Jan 2020 - Apr 2020

Compact Mobility Unit - Nokia

- Designed the *Compact Mobility Unit* product for Nokia with many interested buyers.
- Created personas, value proposition, user flows and slide decks to clearly communicate design concept to the team.
- Sketched, wireframed, prototyped and demoed the product during design phase.
- Iterated and adapted the design to match project requirements, release changes, stakeholder feedback and branding guidelines.
- Collaborated with designers, developers, engineers, business and other stakeholders to create a meaningful product for Nokia and its clients.

Game Development Support

Sep 2019 - Dec 2019

NHL 20 - Keywords Studios, Electronic Arts

- Tested new Hockey Ultimate Team content for *NHL 20*.
- Performed regression, ad hoc and free testing within an assigned area of the game.
- Documented bugs, issues and feedback with specific focus on UX issues.
- Collaborated with the team to make testing efficient and reach milestones.

TOOLS

- Unity
- C#
- Unity ECS
- Git
- Perforce
- JIRA
- Profilers
- Sketch
- Figma
- Marvel
- Illustrator
- Axure RP
- Adobe XD
- Framer X
- Java
- HTML
- CSS
- JavaScript

EDUCATION

BSc, Interactive Arts and Technology Major
Interactive Systems Concentration
Simon Fraser University
Vancouver, B.C.
3.33 / 4.33 GPA
Class of 2021

DESIGN COURSE PROJECTS

Game Designer, Programmer

Sep 2019 - Dec 2019

Planetary Control - Experimental Multiplayer Strategy Game

- Concepted and produced *Planetary Control*, a game with a unique combination of strategy and third person action that hasn't been done before.
- Wrote and presented a complete design doc which included details of the concept, pitch, gameplay structure, aesthetics, story, development timeline, engine, prototyping and testing plan, uncertainties, risks, and alternatives.
- Designed and documented specifications for user flows, core loop, smart depth variations, world lore, level design, pacing, reward schedules and feedback model.
- Programmed the game in Unity and C# with advanced features implemented like Networked Multiplayer, AI, UI, Pathfinding, Lighting, Third Person and Isometric Controls, Upgrading, Stat Tracking, QoL and more.
- Conducted playtesting, interviews and feedback synthesis which gave a design direction to future changes and iterations.
- The completed gold code was awarded with a technical achievement by industry judges for the complexity of features involved.

UX/UI Designer, UX Researcher

Sep 2018 - Dec 2018

Food for the Heart - Mobile App and Community Engagement

- Designed *Food for the Heart*, a food app for South Asians in BC that showcases healthy alternatives to traditional dishes, in a team of 4.
- Collaborated with a local company SAHRC (South Asian Health Research Collaborative) to create a design intervention for them to improve outreach.
- Performed ethnography studies, affinity diagramming, persona creation, user journey mapping, storyboarding, and participatory workshops to ensure the design was highly targeted towards stakeholders.
- Presented ideas to SAHRC representatives and to instructors during lectures to communicate reasoning.