

# ALI SHAHIDI

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## PROFESSIONAL EXPERIENCE

### Software Developer - Internship

February 2024 - August 2024

Telus – Key tech stack: Unity, C#, Animation, Network, Data Structure.

Calgary, AB

- Collaborated with Telus Communications to develop a cross-platform application for iOS augmented reality and Meta Quest 2.
- Contributed to the multiplayer version utilizing NetCode and integrated spatial anchor functionality.

### Graduate Research & Teaching Assistant - Software Engineer

January 2021 - December 2023

University of Calgary – Key tech stack: Unity, MRTK, C#.

Calgary, AB

- Led a project in the field of assistive XR technology. Managed a comprehensive study on assistive XR technology. Pioneered a collaborative effort involving professionals from diverse backgrounds, including psychologists, to conduct an in-depth study.
- Unity technical support for a 2-day Tech-Hackathon in collaboration with the Southern Alberta Section IEEE Special Interest Group on Humanitarian Technology (SIGHT).

### Graduate Teaching Assistant - Software Engineer

January 2021 - December 2023

University of Calgary – Tech stack: C, C++, Python, SQL, Spark

Calgary, AB

- Software Requirement Engineering, Object-Oriented Programming, Scalable Data Analytics, Software Engineering Practices for Data Management, and Programming Fundamentals.

## EDUCATION

### University of Calgary

Expected April 2024

Master of Software Engineering (GPA: 4/4.00)

Calgary, AB

- Received full departmental graduate funding and international graduate tuition award.

### University of Tehran

July 2020

B.Sc. in Computer Engineering (GPA: 17.24/20.00)

Tehran, Iran

- Received best undergraduate project, and two Faculty of Engineering Fellowship Awards.

## PROJECTS

### Telus | Unity, Unity 3D, NetCode, Azure

- **Actively participated** in creating an application with Telus Communications, contributing to the development of a multiplayer version featuring NetCode for iOS augmented reality and Meta Quest 2, and integrated spatial anchor functionality.

### Database ServiceApp | Express.js, MongoDB, React.js, Git

- **Contributed** to the development of ServiceApp, a service marketplace for a database course project. Collaborated on creating a user-friendly platform facilitating service providers and users in seamless connection, service creation, and reviews.

### Web Development Bootcamp | HTML, CSS, Bootstrap, Javascript, Express.js, React.js, postgresql, Git

- **Implemented** a diverse range of mini projects with varied purposes, demonstrating proficiency in integrating back-end and front-end components, creating APIs, and developing multiple websites.

### Personal Website | React.js, Git

- **Designed and developed** a personal website using React to showcase the resume, merging creativity with technical skills to create an interactive and visually appealing online representation of the professional profile.

### HoloType | Unity, C#, MRTK, Scrum

- Led, designed, implemented, and maintained HoloType, a 3D interactive educational application with Augmented Reality, utilizing HoloLens 2.

- Added multiplayer option using Photon library to synchronize holograms, resulting in 25% improvement in overall user experience.
- Conducted three phases of user studies and refined the application based on feedback for subsequent phases to improve usability of the application.
- Created a modular application. Implemented different features and customization options to enhance the user experience, leading to a 20% increase in user satisfaction and a 35% reduction in support requests from caregivers.
- Managed version control with Git, utilized Jira for progress tracking, documented using Confluence and LaTeX; integrated AWS text-to-speech API for closed captioning and voice customization, and facilitated lesson downloads through REST APIs.

### Complete C# Unity Game Developer 3D Course | Unity, C#

- Engineered realistic terrains, timeline animations, and applied post-processing effects in Unity; optimized path finding algorithms and grid systems to enhance gameplay experience and performance. Leveraged Unity's powerful features, including particle system and Cinemachine, to create visual effects and captivating game sequences.
- Independent game demos:
  - **Realm Rush:** In this strategy tower defense game, defend the realm by strategically placing defense towers and destroying the enemy's military forces.
  - **Space Attack:** Pilot the spaceship to eliminate the enemy forces.
  - **Rocket Boost and Obstacle games:** Rocket Boost and Obstacle games: Avoid different types of obstacles and reach the finish point.
  - **Space Flight:** Navigate your spaceship through a field of asteroids in this thrilling mobile game. Dodge obstacles and aim for the highest score in the vastness of space!

### CERTIFICATIONS

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<b>The Beginner's Guide to Animation in Unity</b>   Udemy	<i>June 2024</i>
<b>The Complete 2023 Web Development Bootcamp</b>   Udemy	<i>January 2024</i>
<b>Unity C# Mobile Game Development: Make 3 Games From Scratch</b>   Udemy	<i>October 2023</i>
<b>Complete C# Unity Game Developer 3D</b>   Udemy	<i>September 2023</i>

### SKILLS

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**Languages:** JavaScript, C#, Unity, Unity3D, C, C++, Python

**Frameworks:** Express.js, React.js

**Databases:** PostgreSQL, MySQL, SQL

**Operating Systems:** Linux, Windows

**Tools:** Git, Docker, MRTK, Scrum, Jira, Confluence, Latex