Ali Shahidi

Calgary, AB · +1-403-437-4734 · shahidi.ali.1997@gmail.com
linkedin.com/in/ali-shahidi97/ · github.com/Alishahidi1997 · https://alishahidi1997.github.io/

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.
- Developed 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 *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

- **Guided** the development of a multiplayer Augmented Reality application with Telus Communications, featuring NetCode, mapping, mesh rendering, animation, and interactions.

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

- **facilitated** 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

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

Programming Design Patterns For Unity: Write Better Code | Udemy *July 2024*
The Beginner's Guide to Animation in Unity | Udemy *June 2024*
The Complete Web Development Bootcamp | Udemy *January 2024*
Unity C# Mobile Game Development: Make 3 Games From Scratch | Udemy *October 2023*
Complete C# Unity Game Developer 3D | Udemy *September 2023*

Skills

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