

Erfan Momeni Yazdi

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Education

2016 – 2021

B.Sc. in Computer Engineering, K. N. Toosi University of Technology, Tehran, Iran.

- ❖ [World university rankings 2021](#): 801-1000th
- ❖ **GPA** : 15.47/20

Research Interests

- Game Development
- Computer Graphics
- Real-Time Rendering

Honors and Awards

Sep. 2016

Received full scholarship (tuition waiver) from K. N. Toosi University of Technology.

Jul. 2016

Ranked in the top 1% among more than 200000 participants in the annual nationwide undergraduate university entrance (konkour) exam.

Selected Projects

- Bachelor's Thesis: “**Syndra Engine**”, 3D Real-Time Game/Rendering Engine ([Github](#) | [Youtube](#))
 - ❖ Fast Real-Time rendering Engine using OpenGL API
 - ❖ Implemented state of the art Rendering Algorithms such as PBR and Deferred Rendering
 - ❖ Advisor : Dr. Hoda Roodaki Lavasani
- Multi-Threaded CPU Ray Tracer ([Github](#))
- Hotel Reservation Application “My Villa”
 - ❖ Software Engineering I Group Project
 - ❖ Developed some parts of the UI
- Pentago Game using **java**
 - ❖ Developed UI and AI (Alpha-Beta minimax tree)

Research Experience

Jul. 2020 - Present

- Studied Principles of Computer Graphics and Real-Time Rendering
 - ❖ Ray Tracing books by Dr. Peter Shirley
 - ❖ Real-Time Rendering
 - ❖ Physically Based Rendering

Jun. 2019 – Aug. 2019

- Summer Research Intern in Intelligent Processing of information and Software Testing Lab (ai.ce.kntu.ac.ir)

Teaching Experience
