

Salar Rezayani

Developer

Responsible and passionate. Details are essential for me. As a team player, I push my team members to the goals. Having a wide range of knowledge as an engineer and science student lets me further develop new ideas and problems with a broader perspective.

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EDUCATION

Master of Science - Computer Science

Bishop's university - gpa: 91%

08/2021 - Present

Canada

Courses and projects:

- Unity Game Design, C#
- Deep learning, python
- VR and AR, Oculus quest developing, XR toolkit
- Image processing - C++
- 4 Games developed: FPS, RPG, Chess, VR

Bachelor and Master of Science - Aerospace eng.

Amirkabir University of Technology

01/2013 - 12/2020

Overseas - top rank univ.

Courses and projects:

- Optimization methods
- Python & Matlab - Image processing - optical flow
- Matlab, flight dynamics
- computational fluid dynamics Advanced
- Python - Finite difference method

WORK EXPERIENCE

Back-end, Node, blockchains

Double S company

01/2021 - 05/2021

FinTech Crypto-currency (overseas)

Tasks

- Node.js, rabbit-mq, multi core processing.
- Git, tfs, mongo-DB, Redis, SQL, web socket, pm2.
- API developing, trader robot, Binance APIs, Ethereum testnet, web3, wallets ...

Data engineer

Nassaji Boroujerd

12/2018 - 04/2019

Textile Company (overseas)

Tasks

- JS, CSS, GUI for accounting programs.
- Python, numpy, pandas, matplotlib, tkinter, SQL.

start-up co-founder

ZIGZAG IRAN institution -

01/2015 - 01/2016

Aerospace and Robotics institution (overseas)

Tasks

- Plan and execute a full-time program for 120 students
- Doing all aspects of a small start-up from zero to hero

SKILLS

C# - Unity

Python - ML - Image processing

Back-end Node.js - Trading

Optimization

C++ - image processing

JS - CSS - html

PROJECTS

Unity Game Design (2021 - Present)

- C# Developed game behaviors: short and long-range combats - guns, sword, explosions, forward and inverse kinematics, UI, menu, lvs, chess minimax algorithm, simple dynamics
- AI enemy behaviors, Animation rigging, Blend tree, Interactions, Sound and lights
- XR toolkits and VR
- Deep learning in game and VR
- I don't use ready to use packages and start from zero to hero

Machine learning and optimization methods (2018 - 2019)

- Python: face detection, video processing, handwriting detection, reinforcement learning.
- Optimization algorithms, linear, non-linear, swarm opt, ant colony, neural networks ...

Defi Solutions (2020)

- Research in crypto-currencies and decentralized solutions Solidity, Ethereum network, web3, pools, ...

AWARDS

Basketball awards (2010 - 2019)

3rd in country + 25 more

IBM machine learning & deep learning course (2019)

top ranked in national aerospace exam (2018)

ranked 120/3000 students - aircraft design and aerodynamics

top ranked in national math exam (2012)

ranked 0.1% in 200,000 students

LANGUAGES

French Spanish Arabic
Turkish

Elementary Proficiency

English Persian

Full Professional Proficiency

INTERESTS

Communication

Running

Basketball

VR entertainments

Gadgets