MEHDI CHAID

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EDUCATION

Bachelor of Engineering

Polytechnique Montréal

Fall 2016 - Winter 2021

Software Engineering

- Focus on Game Development and Artificial Intelligence.
- Member of the game development society, PolyGames.
- 3.4 / 4.0 CGPA with 93 out of 120 units completed.
- Key project: Multiplayer game with Elixir and C#.

Quebec Diploma of College Studies Collège de Maisonneuve

Fall 2014 - Winter 2016

Computer Science and Mathematics

- Final keystone project: Physically simulated game using Java.
- IT Technician during the Computer Science open doors day.

INTERNSHIPS

Software Developer Intern

Google

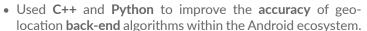
Summer 2020

Hotels - Vacation Rental

- Heavy use of C++ and highly parallel libraries for developing back-end features within the Vacation Rental team.
- Worked closely with the Hotels group to maintain a clean **architecture** and efficient pipeline.

Minter 2019

Android Location Research



• Provided the team with tools and metrics for the system, and integrate them into the main location pipeline.

Software Engineer Intern

Microsoft

₩ Summer 2019

Azure Dev Spaces 👺

- Developped a dashboard with C# .Net Core and VueJs to enhance the productivity of developers within the team.
- Deploy the application with **Docker** and provide CI/CD through Azure DevOps.

Winter 2018

Garage - Snip Insight 👺

- Designed a multi-threaded architecture, leading to a solid 8x performance gain while using 5x less resources.
- Worked extensively with Cloud Services in Azure and image processing tools under the C# WPF framework.

Software Developer Intern

Corstem

Summer 2018

Core Dev Team 👺

- Developed a robust Al medical software, using C++ and the **Qt** framework to help cardiologists with their diagnostics.
- Optimized and improved machine learning algorithms made with PyTorch, Tensorflow and Keras.

PROJECTS

Repair It

Global Game Jam

₩ Winter 2020

Try It: 🖸

- Multiplayer IT shop game, inspired by Overcooked, created with Unity3D.
- Developed the controller movements as well as the Al behavior and interactions.

Spot ConUHacks V

₩ Winter 2020

Unity AR Challenge **T**

- Award-winning augmented reality mobile application made with Unity3D.
- Developed using **C#** and a simple server with **Rust** and the **Rocket** framework.

Pow Chicken Pow! **Creative Jam VII**

Trv It: 🖸

- Multiplayer game created with **Unity3D**.
- Developed the **shooting physics**, some gameplay elements and NPC's Al.

EXTRA-CURRICULAR

Head of Laboratories

LOG8235

₩ Fall 2020

Game Development •••

Lead the graduate level laboratories of Inteligent Agents for Video Games.

- Teach students Unreal Engine 4 with C++.
- Prepare, present and grade the projects.

Unreal Engine Trainer PolyGames

Fall 2020

Game Development 🗪

Lead the Unreal Engine 4 workshops for all aspiring game developers in Polytechnique.

Teacher Assistant **GIGL**

Fall 2018 - 2019

INF2010 🗐

Introduced junior year students to data structures and algorithms using Java.

Fall 2017

INF1010 🗐

Introduced sophomore year students to C++ std and object oriented concepts.

Project Coordinator Youth Fusion

Fall 2016

Game Development 🗪

Taught high school students the process of making games for the Ubisoft competition.