MEHDI CHAID

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INTERNSHIPS

Software Developer Intern — Google

Summer 2020 — Hotels - Vacation Rental

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

Winter 2019 — Android Location Research

- Provided the team with **tools** and **metrics** for the system, and integrate them into the main location pipeline.
- Used **C++** and **Python** to improve the **accuracy** of geo-location **back-end** algorithms within the Android ecosystem.

Software Engineer Intern — Microsoft

Summer 2019 — Azure Dev Spaces

- Developed 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

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

Software Developer Intern — Corstem

Summer 2018 — Core Dev Team

- Developed a robust **AI 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**.

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**.
- Keystone project: Multiplayer game with **Elixir** and **C#**.
- **Sponsorship Manager** at PolyHx for Hackatown 2019.
- Recipient of the FRQ & UPIR **research scholarships**.
- **3.4 / 4.0** CGPA with 93 out of 120 units completed.

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.

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 **AI behavior and interactions**.

Spot — ConUHacks V

Winter 2020 — Unity AR Challenge 🏆

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

Curiocity — Mission Hack

Winter 2018 — Second Place Overall 🏆

- **Award-winning** image recognition tool for danger detection in the wild.
- Developed using **React-Native** and **Azure's Cognitive Services**.

Pow Chicken Pow Pow! — PolyGames

Summer 2017 — Try It: ⧉

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

AntzCraft — PolyGames

Winter 2017 — Try It: ⧉

- RTS game developed with **Unity3D**.
- Developed the **navigation system**, some gameplay elements and the UI.

IMPLICATION

Teacher Assistant — GIGL

Fall 2018 - 2019 — INF2010

Introduced sophomore students to **data structures and algorithms**, using Java.

Fall 2017 — INF1010

Introduced freshman students to advanced **C++ object oriented** concepts.

Project Coordinator — Youth Fusion

Fall 2016 — Game Development

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