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 group, **PolyGames**.
- Graduated with Excellence Scholarship: **3.5 / 4.0** GPA.
- Teacher Assistant for the **C++ and Algorithms classes**.
- Additional training: **Blender** class from NAD-UQAC.

Ubisoft Game Lab — **Polytechnique - UQAT**

📅 Winter 2021 Competition Results: 🔗

- Developed **Magnetrip** 🔗, a multiplayer puzzle game in UE4.
- Won **Best Game Design**, nominated for 4 other awards.

EXPERIENCE

Software Engineer — **Google**

📅 Summer 2021 - Winter 2022 Chrome Enterprise 👥

- Developed various solutions for the Chrome Browser Cloud Management team, using **Java** and **Python**.
- Implemented new features within the Enterprise dashboard for browser enrollment and policy handling.

Software Developer Intern

📅 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.

📅 Winter 2019 Android Location Research 👥

- Used **C++** and **Python** to improve the **accuracy** of location **back-end** algorithms within the Android ecosystem.
- 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 👥

- Developed a dashboard using **C# .Net Core** and **Vue JS** 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.

TEACHING

Head of Laboratories — **LOG8235**

📅 Fall 2020 - Winter 2021 More info: 🔗

Lead the graduate level laboratories of **Intelligent Agents for Video Games**.

- Teach students **Unreal Engine 4** with **C++**.
- Prepare, present and grade the projects.
- Port lab and class material to UE 4.25.

Unreal Engine Trainer — **PolyGames**

📅 Fall 2020 - Winter 2021 More info: 🔗

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

PROJECTS

Watercolor Rendering — **INF8702**

📅 Fall 2020 Paper: 🔗

- Underwater scene experimental project developed with **C++** and **OpenGL**.
- Implemented the watercolor and water blur effects, helped with the caustics.

Anar-Chie — **Creative Jam XVI**

📅 Fall 2020 Try It: 🔗

- Parody game about a chaotic grocery shop, created using **Unreal Engine 4**.
- Developed the controller movements as well as the **AI behavior and interactions**.

Repair It — **Global Game Jam**

📅 Winter 2020 Try It: 🔗

- Multiplayer IT shop game, inspired by Overcooked, created with **Unity 3D**.
- 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 **Unity 3D**.
- Developed using **C#** and a simple server with **Rust** and the **Rocket** framework.

CD Projekt 3 — **LOG3900**

📅 Fall 2019 Capstone project: 🔗

- **Crossplatform multiplayer** guessing game for PC and Android.
- Developed using **C# WPF** for PC, **Java** for mobile and an **Elixir Phoenix** backend.