

Mahdi Golmohammadi

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SUMMARY

Creative technical artist with more than one year of experience in the industry. Specialize in developing plugins and pipelines for DCC software and game engines. Proficient in Python, C++, and C#. I'm looking for opportunities in the game and animation industry. My academic background in software engineering and animation makes me a unique candidate.

WORK EXPERIENCE

Game QA Tester - PTW (Montreal, Canada) May 2024 - Present

- Executed test procedures to identify and report game bugs.
- Collaborated with development teams to replicate issues and verify fixes, ensuring a seamless gaming experience.

Technical Artist - William Smart Trading (London, UK) Feb 2023 - Dec 2023

- Developed solutions to automate the process of data visualization with Python for Blender resulting in a 35% reduction in production time.
- Engineered a pipeline for fetching 3D geographical data and import into Blender, which enhanced the accuracy and efficiency of the whole process.

Software Engineer - Telina (Tehran, Iran) Jan 2019 - Nov 2019

- Enhanced and maintained a suite of desktop software applications using Python and C# which resulted in a 10% increase in the team's efficiency and productivity.
- Implemented automated testing processes such as unit tests, and reported defects to ensure high-quality software.

EDUCATION

MA - Computer Animation - Sheffield Hallam University - UK Sep 2021 - Dec 2022

BSc - Software Engineering - Amirkabir University Of Technology - Iran Sep 2015 - Feb 2020

SKILLS

Programming Languages:	Python, C#, C++, JavaScript
API / Libraries:	PySide/PyQt, OpenCv, .Net
Databases:	SQL, MySQL, MongoDB
Software:	Maya, 3ds Max, Blender, Unity3D, Unreal Engine, Adobe Suite
Misc:	OpenUSD, FFmpeg, 3D math, Pipeline development, Game engine & DCC plugin development, Shader development, Version control(Git)

PROJECTS

Animation Retiming Tool- Maya Plugin - (Python, PySide, Maya) [GitHub Page](#)

- Developed a Maya plugin using Python and PySide to streamline the animator's retiming process and Enhanced animation workflow by enabling precise and efficient keyframe adjustments.

Procedural Building Generator - (Python, Blender)

- Designed and implemented an add-on for Blender that generates distinct buildings using Python and Geometry Nodes.
- Allows artists to automatically create building structures by putting dimensions and number of levels.

EZLattice-Blender Plugin - (Python, Blender)

[GitHub Page](#)

- Implemented the "EZLattice" plugin for Blender with Python, streamlining the process of applying lattice (non-destructive mesh deformations) to 3D meshes.

Asset Library - (Python, PySide/PyQt)

[GitHub](#)

- Designed and implemented a centralized asset management solution utilizing Python and PySide/PyQt frameworks.
- The system reads asset information from JSON files and presents it in an intuitive interface. streamline asset management processes, improving workflow efficiency.

AR mobile game - (Unity3D, C#)

- Developed an **Augmented Reality (AR)** game utilizing **Unity**, **C#**, and Vuforia for my Bachelor's thesis project. The game seamlessly detects flat surfaces and dynamically integrates targets into the environment, fostering player engagement and interaction.

Repeat (short animation) - (Blender)

[Watch here](#)

- Produced the concept and executed a trailer for a short animation as part of the master's thesis, showcasing proficiency in **character modeling**, **rigging**, and **animation techniques and principles**.
- Developed custom shaders tailored to the project's aesthetic requirements, highlighting a deep understanding of shader development.
- Developed **custom Python scripts** to streamline production time, automate repetitive tasks, and establish a pipeline for the project.

AI-enabled Pac-Man - (Java)

- Developed an original version of the classic game "Pac-Man" using Java. It features many distinct AI-controlled ghost characters with varying behaviors.

Music identification program - (C++, multi-threaded programming)

- Developed an application that can identify a given part of music, using **multi-thread programming** techniques and **C++**.