

DOR ZAIRI

SOFTWARE DEVELOPER

TORONTO, ON

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[GITHUB](#)



[LINKEDIN](#)

EDUCATION

GAME PROGRAMMING

HUMBER COLLEGE, TORONTO, ON *DEAN'S LIST FOR ALL SEMESTERS

SOFTWARE ENGINEERING IMMERSIVE

GENERAL ASSEMBLY, TORONTO, ON

TECHNICAL SKILLS

Languages: CSS3, HTML 5, JavaScript (ES6 +), Python, Java, C++, C#, SQL | Databases: MongoDB, PostgreSQL

Tools / Libraries / Apps: Django, Bulma, Express.js, React.js, Node.js, jQuery, Angular, Git, GitHub, Figma, ASP.NET, RESTful API, Heroku, Unity 3D, Photon | OS: Windows, iOS, Linux / Unix, Ubuntu

Game Development | Front-End Development | Back-End Development | Agile | Scrum | Data Analytics | QA Testing | SDLC

CODING PROJECTS

GAME DEVELOPMENT: "Connect 4" in Space | <https://mashdordev.github.io/Connect-Four-In-Space/> 2021

Tech Stack: *HTML, CSS, JavaScript* | [Source Code](#)

- Developed a space-themed version of a 2-player turn-based game; optimized back-end code base following user testing

FULL STACK DEVELOPMENT: Jean Model | https://jonmodel.onrender.com/_ 2021

Tech Stack: *Figma, MongoDB, Mongoose, JavaScript, Express.js, jQuery, CSS, Bulma, HTML* | [Source Code](#)

- Developed lo-fi wire-frames and deployed a website with subscription and community page functionality for a pet model

GAME DEVELOPMENT: Project Robot | <https://mashdordev.github.io/Project-Robot/> 2022

Tech Stack: *C#, Unity 3D (Game engine), Photon Realtime SDK (Multiplayer server integration)* | [Source Code](#)

- The Game was developed for The Global Game Jam and made in under 48 hours.
- Led a group of 8 developers and designers to create a game under pressure with the theme of duality

GAME DEVELOPMENT: Josh Fight the Game | <https://mashdordev.github.io/JOSH-FIGHT-THE-VIDEO-GAME/> 2022

Tech Stack: *C#, Unity 3D (Game engine)* | [Source Code](#)

- The game is based on the "Josh Fight" meme event in April 2021. writing in C# and using the Unity Engine.
- The game was developed in a week for a game jam in the program of Game Programming at Humber College

WORK EXPERIENCE

PROFESSOR OF CREATIVE CODING & WORKFLOW TOOLS | Humber College | Toronto, ON January 2022 - Present

- Developed curriculum for the entire course, including assignments and quizzes
- Introduces learners to the fundamental concepts of programming logic.
- Teaching students programming logic allows for the creation of great interactive experiences.
- Creating supplemental instructional materials
- Grading
- Presenting lectures

SOFTWARE ENGINEER LEAD INSTRUCTOR | General Assembly | Toronto, ON June 2021 - Present

- Working closely with one or more co-instructors to guide students through a rigorous, transformational journey toward an apprenticeship in software development.
- Inspire and support students as they identify their passions and drive their continued learning beyond the curriculum.
- Facilitate a safe, supportive, and energetic community that welcomes the students' needs and learning styles.

Developed a strategic relationship between General Assembly and a tech company, which led to an increase in students finding jobs after completing the program