NEGIN SAEIDI

Phone : (437)971-7340

neginsaeidi@outlook.com

www.linkedin.com/in/negin-saeidi

A hardworking, self-motivated, and passionate student with several years of game programming experience seeking a full time position.

HIGHLIGHTS OF QUALIFICATIONS

- 4+ years of programming experience in C++, C#
- Strong knowledge of Unreal Engine and Unity
- Experienced in working with different source controls like GitHub and Perforce.
- Experienced in setting up dedicated server for a massive multiplayer game on Amazon Web Service
- Winner of the Ubisoft NEST API challenge in SheHacks 2021

PROFESSIONAL EXPERIENCE

Unity Programmer
Octopus Moon Studio – Toronto, Ontario
SEPTEMBER 2021 – APRIL 2022
- Implemented custom character controller for the player
- Developed level generator that generates random racetrack
- Programmed and designed several mini games

C++/Unreal Programmer
George Brown College – Toronto, Ontario
DECEMBER 2020 – APRIL 2021
- Designed and Developed 3D Virtual campus
- Programmed text and voice chat system
- Responsible for Setting up dedicated server and deploying it on AWS servers

Engine Programmer Intern
Fanafzaar – Tehran, Iran
MAY 2020 – OCTOBER 2020
- Implemented custom Memory Allocator for the Game Engine using C and C++
- Developed Subsystem Manager for the Game Engine using C and C ++
- Wrote several unit tests for different subsystems in the Game Engine

Software Engineer Intern

IRISA – Esfahan, Iran

MAY 2017 – SEPTEMEBR 2017

- Analyzed, debugged, and tested different modules of the project
- Designed and developed UIs for main menu, Loading screen, and multiple game scenes

EDUCATION

Game Programming – Advanced Diploma

George Brown College – Toronto, Ontario

SEPTEMBER 2019 – APRIL 2022

- Dean's list for all semesters
- Riona, The Empire Saviour: a 3D platformer combat game developed in Unity for mobile
- War of the Woods: a 3D platformer game developed using Unreal Engine for console
- Dream wars: a 3D car combat game developed using Unreal Engine 4 and C++
- Cursed mine: a 2D Top-down game developed using Unity2D
- Created four mini games in Unity: Lock picking game, Hacking game, puzzle game
- Created a multiplayer tic tac toe in Unity Engine with multiple game rooms, chat system, and ability to spectate other games

Computer Engineering – Bachelor of Engineering

University of Isfahan

SEPTEMBER 2014 – SEPTEMBER 2018

- Implemented a privacy-preserving android application to find nearest place (restaurant, shop,…) to the user's location using fake location.
- Developed a 2D multiplayer football game with C#