Hamed Tavakoli Dastjerdi
uOttawa CS Student, Game Developer
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SKILLS

Game Development	Unity	Unreal Engine	C#	C++	Java	Game Physics	AI for Games	Procedural Content Generation	Shader Optimization
Programming	Python	Java	C/C++	C#	Lua	HTML/CSS	SQL
CI/CD Tools	Jenkins	GitLab	Docker	Git	Postman	Shell Scripting
Technologies	Edge Computing	Machine Learning	Big Data	Web3
Languages	English	French	Persian

WORK EXPERIENCE

Site Deployment Intern at Hitachi   **2024-05-01 - Present**
Reduced deployment time by 300% through the development of automated configuration scripts.
Designed an automated predictive maintenance system, reducing operational downtime by 20%.
Introduced CI/CD pipelines with Jenkins for deployment automation, streamlining testing and integration.
Documented configuration processes to improve team onboarding and operational efficiency.

Game Developer Intern at Broken Teapot Studios Inc.   **2024-01-01 - 2024-01-31**
Implemented dynamic AI routines for NPCs using C# in Unity, improving gameplay fluidity and player engagement.
Optimized game shader performance by 115% by refactoring C++ code and streamlining resource management.
Designed and developed Unity-based tools to assist with level generation and puzzle-solving mechanics, resulting in a 25% increase in user retention.

Game Developer at PanQ Game Studio   **2020-11-01 - 2022-11-30**
Founded PanQ, an indie game studio specializing in Unity-based mobile games.
Designed and developed successful titles like 'Focus!' and 'Spycer,' which achieved high user ratings and positive reviews.
Integrated CI/CD practices into development workflows, using GitLab to automate builds and deployments.
Generated revenue through in-app advertisements and achieved scalable growth using modular Unity scripts.

Full Stack Web Developer at RTXComputers Electronics Provider   **2022-05-01 - 2022-08-31**
Built web tools supporting customer-facing applications, gaining hands-on experience in CI/CD tools like Jenkins.
Utilized principles of object-oriented design to develop back-end systems that integrate seamlessly with front-end components.
Strengthened collaborative workflows by employing Git for version control in a team environment.

VOLUNTEER

Development Lead at uOttaHack   **2023-07-01 - Present**
Directed technical projects using CI/CD workflows to ensure quality and on-time delivery. Guided junior developers in building interactive and gamified web features.

Board of Directors Member at Engineering Students' Society, University of Ottawa   **2023-09-01 - 2024-04-30**
CALE 2024 Conference Organizer at Engineering Student Societies' Council of Ontario   **2023-11-01 - 2024-03-31**

EDUCATION

Bachelor of Science Computer Science, Minor in Physics at University of Ottawa   **2022-09-01 - 2027-04-01**
Conducted research in game physics, focusing on simulation accuracy for interactive media. Awarded multiple scholarships totaling over $40,000 per annum. Dean's honour list.

AWARDS

Scholarship for Merit through Innovation in Student Publications at UOSU   **2024-02-01**
Solutions Lab & Idea's Lab Award at University of Ottawa - eHub - MDA   **2023-02-01**
5G Connectivity for Cross Border Challenge at Telus   **2023-07-01**

CERTIFICATES

Art Directing Games with Vision and Purpose   Iran Computer and Video Games Foundation
Java Programming, Problem Solving   HackerRank