

Sadman Kazi

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SKILLS

PROGRAMMING

PROFICIENT WITH:

C++ • Java • C • Python • Lua

FAMILIAR WITH:

Javascript • C# • GLSL

APIs, FRAMEWORKS & SDKs:

OpenGL • Android • SDL • GTK+ • Qt • Scaleform

OTHER

TOOLS:

Visual Studio • Vim • Git • Unix Shell

GAME ENGINES:

Unity3d • Unreal • Stingray • Cry

EDUCATION

UNIVERSITY OF WATERLOO

CANDIDATE FOR BACHELOR OF SOFTWARE ENGINEERING (CO-OP)

2014 - 2019 (Expected) | Waterloo, ON
Relevant Courses:

- Programming Fundamentals
- Data Abstraction and Implementation
- Sequential Programming
- Digital Computers
- Data Structures and Management
- Advanced Math. for Software Engineers

MARC GARNEAU CI

2011 - 2014 | Toronto, ON

AWARDS

2015

Second Place Mobility Challenge

Fourth Place Microassembly Challenge

IEEE Micro/Nano Robotics & Automation Technical Committee

People's Choice Award

UWaterloo EngHack Winter 2015

2014

President's Scholarship of Distinction

University of Waterloo

First

Math Olympiad, MIST Toronto

Calculus and Vectors Award

Data Management Award

Marc Garneau CI

TECHNICAL EXPERIENCE

AUTODESK

SOFTWARE DEVELOPER INTERN | LUA • C++ • STINGRAY ENGINE

Jan 2016 - April 2016 | Montreal, QC

Unreleased Product: An application for architect visualization built on top of the Autodesk Stingray Engine.

- Reworked unzip plugin for partial project extraction for cross-pipeline support
- Build Licensing and About information dialogs's UX and logic
- Extended various behaviours and interactions to mobile
- Reworked editor-managed (CEF) cursor behaviour with the engine and client
- Implemented additional debugging modes

D{ } LAB

SOFTWARE PRODUCT PROTOTYPING | C • C++ • PYTHON

May 2015 - August 2015 | Kitchener, ON

Worked with an engineering team to develop a real-time communication architecture prototype for large-scale sensor networks from the ground up.

- Worked in a team of two to deploy a mesh network communication system
- Designed and implemented the off-the-cloud software architecture
- Optimized the platform to ensure that data is pushed to the cloud in real time
- Developed an interface for an OLED screen and input registry
- Created a library that processes regular images and shows them on the OLED

UNIVERSITY OF WATERLOO NANO-ROBOTICS GROUP

CONTROLS TEAM MEMBER | C++ • PYTHON • QT • OPENCV

September 2014 - Present | Waterloo, ON

Part of a small team responsible for controlling the robot through software.

- Currently rewriting the entire program in C++
- Implemented actuator controls and Qt GUI in C++
- Implemented cross-platform build system
- Competed at ICRA 2015 in Seattle as a member of the debugging team

NOTABLE PROJECTS

3D GAME ENGINE | C++ • GLSL • OPENGGL • SDL

April 2015 - Present | Personal Side Project

An open source 3d game engine (WIP).

- Currently functional: shader compilation, mesh rendering, game loop for the core engine, keyboard and mouse input handling, and camera control

MYO PAD | C++ • MYO SDK

November 2014 | Developed at EngHack Fall 2014

A program using the Myo armband that exports drawings/writing on a surface to graphical interface on a computer.

- Created the module that received data from the armband using the Myo SDK
- Developed the main interface that took that data to draw, erase and move the cursor on the screen.

ECLIPSE | UNITY3D • C#

July 2014 - August 2014 | Personal side project

An open source 3d game for android made using the Unity3d engine.

- Developed everything independently, including but not limited to scripting, modelling, lighting, and texturing