

Manzor Sarahi

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Education

Ryerson University
BSc in Computer Science
2014-Present

Technical Skills

Programming Languages:
Java • C++ • C • C# • Rust
HTML5 • CSS • JavaScript
Prolog • SmallTalk • Elixir
Python • SQL

Microsoft Office Suite:
Word • Excel • PowerPoint

Adobe Suite:
Photoshop CS6

Unity3D:
Over 200 hours of game
development experience

Operating Systems:
Windows • Mac • Linux

Interpersonal Skills

Organized, responsible, self-motivated, and quick learner
Problem solving and analytical skills
Able to work independently and as a part of a team
Excellent verbal and written communication

Experience

Visual Representation of Linked Lists and Stacks using Train and Cargo Objects (Java)

This project used concepts of linked lists to connect multiple objects; Stacks to push and pop objects to and from the train; Recursion to draw the linked list of objects to the screen.

Path Finder (C)

This project used concepts of abstract data types by using structs and typedef to make the types: vector and path; Recursion algorithm used to identify all possible paths through a vector; Trees to help make the recursive algorithm.

Badugi (Java)

This project used artificial intelligence to play the game of cards called Badugi which was then run against about 200 other projects in which I placed in the top 10.

Personal Projects

Cannon Craze

Developed a game using C# in Unity3D which is compatible with PC, Mac, Linux, Android and IOS.