

MANZOR SARAHI

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PROGRAMMING LANGUAGES

C++ • C • C# • Python
HLSL • GLSL • Java
HTML5 • CSS • JavaScript

TECHNICAL SKILLS

Unreal Engine 4
Unity3D
OpenGL
Blender
Autodesk
Maya • AutoCAD
Microsoft Office Suite
Word • Excel • PowerPoint
Adobe Suite
Photoshop • Illustrator

EDUCATION

Ryerson University
(Sept 2014 – April 2018)
BSc in Computer Science

- Computer Graphics
- Advanced Topics in Computer Science: Virtual Reality
- Data Structures
- Artificial Intelligence
- Software Verification & Validation

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

Automation Developer @ DSEL
(June 2018 – February 2020)

- Designed, developed, and tested automation tools using C# and AutoCAD API in an Agile Environment
- Worked alongside civil engineers to gather requirements for each new proposed tool
- Received ownership of existing tools along with creating my own, which I was then to implement improvements, debug, and write tests, and create documentation for
- Worked alongside other automation developers to create algorithms and solutions to problems
- Participated in code reviews

Virtual Lab Developer @ Ryerson University
(May 2017 – April 2018)

- Developed virtual simulations of various engineering related tasks using C# and Unity3D
- Created 3D models using both AutoCAD and Maya which were used to represent all assets within each project component
- Analyzed, debugged, and resolved technical and complex problems for different project components and reported deficiencies in the application