Manzor Sarahi

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Education

Ryerson University
Sept 2014 – April 2018
BSc in Computer Science
  Related coursework:
  · Computer Graphics
  · Advanced Topics in Computer Science: Virtual Reality
  · Data Structures
  · Artificial Intelligence
  · Software Verification & Validation

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

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

Formal Work Experience

VR Application Developer @ Ryerson University
May 2017 – May 2018
· Developed virtual simulations of various engineering related tasks
· Created 3D models using both AutoCAD and Maya which were used to represent all assets of each project component
· Analyzed, debugged, and resolved technical and complex problems for different project components and reported deficiencies in the application

Automation Developer @ DSEL
June 2018 – February 2020
· Designed, developed and tested automation tools which were used by the civil engineers at the company
· Worked along side civil engineers to gather requirements for each new proposed tool to be run in AutoCAD
· Received ownership of existing tools which I was then to implement improvements for, debug, and test
· Worked alongside other automation developers to solve and create algorithms for various problems

Personal Projects

· Available on my website