

# MANZOR SARAHI

sarahimanzor.github.io • manzor.sarahi@gmail.com • 647-686-7117

## 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

**VR Application Developer @ Ryerson University**  
(May 2017 – April 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 alongside 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