

# Sean Sanii Nejad

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## PROFESSIONAL EXPERIENCE

**CRG Homecare – Arbitration Officer** | London, Hammersmith & Fulham

August 2017 – March 2019

- Responsible for daily checks on payments from external stakeholders, using the Provider Manager application to make amendments to payments when necessary.
- Compared social worker's logins with the local authorities contracts, using Care Monitoring 2000 portal.
- Assisted in resolving issues related to phones, login procedures, and client-related concerns.

## EDUCATION

**Master of Science (MSc) | Queen Mary**

September 2022 – August 2023

**Computer Games Development** | Merit

**Bachelor of Science (BSc) | University of Kent**

September 2019 – July 2022

**Computer Science** | First Class Honours

## PORTFOLIO

**MySQL Server & JavaSwing Application** – <https://github.com/Sean-Sanii-Nejad/SQL-Database-Java-Swing-GUI/tree/master>

- Developed a Login Application integrated with a MySQL server running on a Linux machine, enabling communication between the application and the server. The application authenticates the users credentials, ensuring both the existence of the user on the platform and the accuracy of the provided password.
- Implemented functionality within the application to empower authenticated users with the ability to add or remove new users from the server. Additionally, users can modify existing usernames and their corresponding passwords.

**Advanced Game Development Module** - [https://github.com/Sean-Sanii-Nejad/AGD\\_MiniGame](https://github.com/Sean-Sanii-Nejad/AGD_MiniGame)

- Successfully completed a Queen Mary MSc assignment achieving 95% overall. The project involved enhancing the pre-established foundation for a 2D sprite game by implementing diverse design patterns such as the game loop, flyweight, command, and observer patterns.
- Employed advanced programming techniques in C++ and leveraged SFML, smart pointers, and virtual classes/functions to complete the game. The protagonist was equipped with the ability to gather logs through axe swings.

**TableTop Games Chinese Checker Java** – <https://github.com/Sean-Sanii-Nejad/ChineseCheckers>

- Implemented Chinese Checkers in the TableTop Games Framework (TAG) for AI Research testing.
- Supports 2-6 players and incorporates various AI agents that exist in the framework, with the inclusion of a simple game heuristic to enhance AI performance.

**Space Invader Game JavaFX** – <https://github.com/Sean-Sanii-Nejad/SpaceInvader-Game>

- Developed a Space Invader Game using JavaFX, which included crafting pixel art for the background and sprites using Pixel Art and Paint. Players navigate and control the ship with WASD keys, using the spacebar to fire weapons and eliminate alien threats.
- Improved WASD controls for smoother and more responsive ship navigation compared to the original tutorial.

## SKILLS & INTERESTS

**Raspberry Pi 4 Game Server Setup**

- Overclock the Raspberry Pi via terminal and installed Box86, a virtual management layer, to convert x86 instructions to ARM, enabling the installation of SteamCMD for game server management.
- Experimented with Ubuntu Server and QEMU for virtual x86 CPU emulation, ultimately deeming it too inefficient for the intended purpose.

**Commissioned PC Building for Games**

- Conducted thorough research to identify compatible components, ensuring optimal system performance.
- Learned to navigate and understand technical specifications for CPUs, GPUs, RAM, and other hardware components.
- Acquired hands-on experience in assembling computer components, understanding proper handling and installation procedures.

**Sports / Performing Arts**

- Attended Barbell Weightlifting Club at University of Kent and played for League of Legends 2nd Team in NSE
- Studied Classical Ballet and performed with the London Children's Ballet two seasons in addition to Jazz and Tap
- Completed nationally at the age 11 with Hendon Gymnastics Centre and Goodwyn School