

Behrouz Salehipour

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EDUCATION

UNIVERSITY OF BRITISH COLUMBIA

COMBINED BACHELORS OF
COMPUTER SCIENCE || STATISTICS
Expected May 2017 | Vancouver, BC

SKILLS

LANGUAGES

Proficient with:

C# • JavaScript • HTML • CSS

Familiar:

Java • C++ • C • Python • R

LaTeX • Android • Matlab

DESIGN

Adobe Ps • Adobe Ai

Adobe Pr • Adobe Ae

TOOLS

Android Studio • Eclipse • Git

Visual Studio • Bootstrap • Unity

LINKS

Github:// [beh77](#)

LinkedIn:// [behrouzsalehipour](#)

Facebook:// [behrouz.salehipour](#)

INTERESTS

- User Interface/User Experience
- Graphic Design
- Soccer / Volleyball / Weightlifting
- Reading anything Tolkien
- Reading anything DC Comics

EXPERIENCE

THOUGHTEXCHANGE | DATA ANALYST & VISUALIZATION SPECIALIST

May 2016 - August 2016 | Vancouver, BC

- Parsed through hundreds of data samples, clearing faulty data and categorizing appropriate data.
- Ranked data based on instructed preference using Excel in order to gain variables of interest.
- Wrote insightful reports based on findings and presented to superiors, who would in turn, present the reports to the clients.
- Clients consisted of large school districts or businesses in need of community opinions.

HERITAGEBC | WEB DEVELOPER/DESIGNER

December 2014 - March 2015 | Vancouver, BC

- The sole member of the development department at HeritageBC. My job was to manage the current website, run diagnostics and bug fixes, and show the staff how to manage the website upon my contract expiration.
- I also designed the new website that is soon to be released under the bootstrap framework. Implementation was interrupted by contract expiration.
- I used Vortex for management of the backend system, and the usual HTML/CSS/JavaScript for management of the frontend.

PROJECTS AND EVENTS

ENDLESS 2D PLATFORMER | OBJECT ORIENTED PROGRAMMING

August 2016 - Present | Vancouver, BC

I am working on a personal project at the moment, creating an endless 2D random platformer. I am using Unity with C# scripts and Adobe Illustrator for sprite and environment designs. I am using object pooling as a means of efficiently recycling platforms within the camera of the game. This allows for randomness while also deleting previous platforms and not having it clutter memory and slow down the game. It is fully stocked with coins, powerups, enemies, and a points system.

MICROSOFT SPONSORSHIP PRIZE | HACKATHON @NWHACKS

February 2016 | Vancouver, BC

Worked with a group of 2 other individuals to create a cross-platform mobile app meant for convenient large scale event planning as well as features to help maintain the plans. We used Xamarin for cross-platform capability writing in C#; We also worked with Microsoft Azure for the backend and used Bootstrap for the showcase website. Designed, developed and presented at nwHacks in under 2 days, winning us the Microsoft Sponsorship Prize.

RAY TRACING SIMULATIONS | COMPUTER GRAPHICS

December 2015 | Vancouver, BC

Created an open scene with different geometric objects, and employed Ray Tracing for global illumination - Implemented using C++ and OpenGL.

UBC WAYFINDER WEB APP | LOGIC AND UI DESIGN

January 2013 - April 2013 | Vancouver, BC

Using Google Maps' API, a friend and I worked on a simple start to end-point navigation web app for some of the key locations on the University of British Columbia's Vancouver Campus. This was all done using Java. This was the first introduction I had to Java and some concepts were quite difficult to understand, but I gained a lot of experience from the project.