Mehrara Sarabi

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Self-motivated Game Programming graduate from George Brown College with a GPA of 4.0. A hardworking and skilled programmer with 4+ years of experience. Solid knowledge and technical skills in C++, C#, Direct3D, OpenGL, and engine development.

HIGHLIGHTS OF QUALIFICATIONS:

- 4+ years of experience developing games with a focus on C++, C#, UE4, and Unity.
- Extensive knowledge in problem solving and debugging complex applications.
- Solid 3D math and algebra understanding.
- Developing artificial intelligence agents.
- Flexible and adaptable to changes while working in group setting.

TECHNICAL SKILLS:

- Proficient in programming languages: C++, C#, and Swift
- Software: Unity, Unreal Engine, Visual Studio, XCode
- Object-oriented programming, multithreading
- Source control: GitHub, Perforce
- Scrum and Agile Project management using Jira and Trello

EDUCATION:

Advanced Diploma in Game Programming   **April 2022**

George Brown College, Toronto   Dean's Honors List

Demonstrated exceptional performance working on various projects and as different roles, including game producer, lead gameplay programmer, UI programmer, and QA tester.

Got promoted to work with Graduate Game Design students as a programmer to develop games using C# and C++.

- Developed a 3D car combat game from scratch in Unreal Engine and C++.
- Made multiple minigames in Unity for different game jams.
- Coded an engine in OpenGL to create an interactable 3D castle and maze.
- Create a Direct3D engine to render a castle out of various geometries.

PROFESSIONAL EXPERIENCE:

Office Manager   **June 2020 to present**

Dr. Appleby Dental Clinic, Toronto, Ontario

- Display tact and diplomacy when interacting with patients.
- Claim treatment procedures through insurance and enter payments.
- Balance the accounts daily, weekly, and monthly with close attention to details.
- Demonstrate accountability by providing direct contact information in the case of any concerns.

Game Developer   **Feb 2023 to May 2023**

Nibbit AI, Toronto, Ontario
- Brainstorm and design mini games in collaboration with the design team.
- Develop games and translate design ideas into clean and efficient code.
- Playtest features and fix issues to ensure bug free releases.
- Receive feedback and adjust the games bring company visions into life.

Mathematics Tutor   **Sep 2021 to Apr 2022**

George Brown College, Toronto, Ontario
- One on one tutoring on various math courses with students from different programs.
- Create a deeper understanding on math concepts to help with their problem solving.
- Implement a range of tutoring methods for students with different learning styles.
- Manage time to ensure the most effective result at the end of each session.
- Provide detailed resources with the purpose of practice outside the tutoring lessons.

Student Life Ambassador   **September 2019 to April 2020**

George Brown College, Toronto, Ontario
- Welcome students and visitors with the highest qualities of customer service.
- Handle daily requests and inquiries while displaying an exceptional customer service.
- Support students and visitors through their college experience.
- Answer questions, advise and refer students appropriately.

VOLUNTEER EXPERIENCE:

Young Leaders, Braemar College   **2018 – 2019**

Created safe space for vulnerable youth. Took initiative to plan games and events to build a network for students. Encouraged engagement in scholastic activities by arranging spelling tournaments and blog writing seminars. Promoted literacy through monthly book review club. Served on student council and collaborated with peers and staff to organize senior prom.