Mansour Maqsoudi

Adept at learning new programming languages and applying technical skills to develop innovative solutions. Exceptional eye for detail gained through video game quality assurance testing. Proactive team member due to patience and communication skills.

CONTACT

Location: Montreal, Quebec, Canada
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SKILLS

Programming:
Java • C++ • HTML • CSS • JavaScript • Document Object Model (DOM) • ReactJS • PHP • Python • SQL • MySQL • C • Ruby • C# • Prolog • Aspect-J • Lisp

Other Abilities:
Data Structures and Algorithms • Data Analytics (OpenRefine and Jupyter Notebook) with libraries such as Pandas and NumPy • Git version control • GitHub • Multicore programming (Intel TBB, OpenCL and CUDA) • UML Design • Operating Systems • Agile Practices

Applications and Operating Systems:
Windows • macOS
Eclipse • Microsoft Visual Studio • VS Code • NetBeans • Android Studio • Microsoft Office software suite

EDUCATION

Concordia University | Graduated 2021
Bachelor of Computer Science
Relevant Courses: Data Structures and Algorithms, Data Analytics, Web Programming, Databases, Operating Systems

Vanier College | Graduated 2014
Diploma of College Studies in Social Science
Relevant Courses: Quantitative Methods, Macroeconomics, Microeconomics, Research Methods

PROJECTS

Counter Android Application
Developed an Android app used for counting. Coded in the Android Studio IDE, using Java and the Android SDK. Features haptic feedback, full-screen mode, vibration after a custom count interval, and more. Adjustable in the settings page of the app. Designed to be intuitive and battery-friendly.

Battleship Game
Developed a battleship game in the Eclipse IDE using Java. Makes use of object-oriented programming concepts like encapsulation. Takes advantage of random number generation.

Snake Game
Developed a snake game with a graphical user interface using C++ and OpenGL. Coded in the Microsoft Visual Studio IDE. Features collision detection and real-time keyboard input. The user interface was designed using OpenGL.

Personal Portfolio Website
Developed my own personal portfolio website from scratch using HTML, CSS, and JavaScript. Makes use of several design elements such as full-width images, animations, and a navigation bar. Responsive web design with a view of some of the projects I have worked on, as well as my skills and work experience. Can be accessed at "mansour.pages.dev".

Risk Game
Worked on a Risk strategy game with a group of four people. Game written in C++ using the Visual Studio IDE. Makes use of object-oriented programming concepts like encapsulation and inheritance.

WORK EXPERIENCE

Tech Tester | 2021 - 2022
Rtings
Tested and understood new products by carrying out extensive research and following a test bench procedure. Investigated and troubleshooted issues with the performance of products. Analyzed the work done by technical writers to ensure the final review had no errors. Answered user questions regarding testing procedures, potential issues, and new firmware updates.

Remote Quality Assurance Tester | 2013 - 2021
VMC Game Labs
Tested games currently in development for quality assurance. Collaborating with team members to perform in-game tasks. Reporting bugs, filling out inquiries, and sending them back for analysis. Handled confidential information protected by non-disclosure agreement.

Volunteer | 2013 - 2014
Montreal General Hospital
Provided assistance to staff and patients at the Montreal General Hospital. Tasks involved offering patients drinks and meals, as well as keeping them company. Assisting the hospital staff to ensure a smooth workflow.

Other Non-Office Employment:

Hypertec Group CIARA
Transportation of computer servers.
Restaurant Da Franco
Tasks in and around the kitchen of a restaurant.