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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EDUCATION

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

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

SKILLS

Operating Systems: Windows • macOS

Applications: Eclipse • Microsoft Visual Studio • VS Code • NetBeans • Android Studio • Microsoft Office: Word • Excel • PowerPoint

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

Other: GitHub version control • Data Structures and Algorithms • Data Analytics (OpenRefine and Jupyter Notebook) • Multicore programming (Intel TBB, OpenCL and CUDA) • UML Design

WORK EXPERIENCE

Remote Quality Assurance Tester | 2013 - Present
VMC Game Labs
- Bug reporting, Document logs, Handle confidential information

Volunteer | 2013 - 2014
Montreal General Hospital
- Staff and Patient Assistant

Other Non-Office Employment
Hypertec Group, Montreal, Quebec
Restaurant Da Franco, Montreal, Quebec

PROJECTS

Counter Android Application - Developed an Android app used for counting. Coded in Android Studio IDE, using Java and the Android SDK. Features vibration after a certain count interval, full-screen mode, vibration toggles and duration. Adjustable in the settings page of the app.

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

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