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.

Email: maqsoudi99@gmail.com **Location:** Montreal, Quebec, Canada **Phone:** (514) 241-9264

Education

Bachelor of Computer Science | 2021

- Concordia University, Montreal, Quebec, Canada
- Relevant Courses: Data Structures and Algorithms, Data Analytics, Web Programming, Databases

Diploma of College Studies in Social Science | 2014

- Vanier College, Montreal, Quebec, Canada
- Relevant Courses: Quantitative Methods, Macroeconomics, Microeconomics, Research Methods

Experience

Remote Quality Assurance Tester | 2013 - Present

VMC Game Labs, Montreal, Quebec, Canada

- Bug reporting, Document logs, Handle confidential information

Volunteer | 2013 - 2014

Montreal General Hospital, Montreal, Quebec, Canada

- Staff and Patient Assistant

Other Non-Office Employment

Hypertec Group, Montreal, Quebec, Canada
Restaurant Da Franco, Montreal, Quebec, Canada

Technical Skills

Operating Systems: Windows • macOS
Applications: Eclipse • Microsoft Visual Studio • 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 • Final Cut Pro

Projects

Website - Check out my website. - mansour.pages.dev

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. These features can be adjusted in the settings page of the app. User interface takes advantage of the power saving features of an OLED display.

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.