

# Mehrnaz Sadroleslami (She/Her)

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## Work Experience

### Junior Programmer

May 2022 – Aug 2022

Ubisoft Winnipeg

- Collaborated with the team during the development of the Rainbow Six Siege mobile game using Agile methodology and tools such as Jira and Confluence.
- Worked on a Unity Engine Project utilizing the DOTS framework, debugged ECS code, Profiled the CPU performance of the game, and participated in code reviews using Swarm.
- Used the Performance version control system, Jenkins build pipeline and existing in-house tools during production to fulfill the project objectives.

### Research Assistant

May 2021 – Apr 2022

Biomedical Engineering Lab, University of Manitoba/ Riverview Health Center

- Developed a 3D iOS game in Unity for the purpose of improving the spatial memory of Alzheimer's patients or people with dementia.
- Assisted in ongoing research by setting up the sessions and supervising the program participants.
- Identified potential improvements in the existing applications and proposed changes to resolve bugs in the games used for the study.

### Ta/Grader

Sept 2021 – Present

Computer Science Department, University of Manitoba

- Data Structures and Algorithms (Comp 2140), Programming Practices (Comp 2160), Computer Organization (Comp 3370).
- Utilized effective communication skills in assisting and mentoring individuals or groups of students in classes of 25.
- Marked over 250 assignments in java with high accuracy and attention to detail.

## Academic Projects

### Database Project | Database Concepts and Usage (Comp 3380)

- Designed and implemented a MYSQL database using public data from the game "Stardew Valley". Wrote complicated queries and illustrated them on a webpage designed with html, CSS, JavaScript, and PHP.

### Data Management System for Airlines | Intro Computer Science 2 (Comp 1020)

- An API to keep track of airline data to validate the number of people, employees, cargo for different commercial and industrial flights. It would also identify duplicated bookings of both customers and employees.

### Game Of Life | Programming Practices (Comp 2160)

- This game was implemented on a LINUX machine. It was an automated version of the "Game of Life" in C language.

## Education

### Bachelor of Science, Computer Science Major (Co-op)

University of Manitoba

May 2019 – Present

## Extracurricular

Board Member, UMSU Finance Committee

Jun 2020 – May 2021

President, University of Manitoba Iranian Students' Association

Aug 2019 – Sept 2020

## Technical Skills

### Tools

Experienced with: VS & VS Code, GitHub Desktop, Perforce, Eclipse, Unity & Unity 3D, Android Studio, Jira, Swarm, Jenkins  
Familiar with: Xcode, Sublime Text, Adobe Photoshop, Adobe Premiere Pro

### Languages and Databases

Experienced with : Java, C#, C/C++, PHP, SQL/MySQL, JavaScript, Node Js.

Course work : R, Python, HTML, CSS, Assembly

Familiar with : MongoDB, MATLAB, Swift, Curl

### Operating Systems

Windows, Linux, MacOS

## Hard Skills

Object Oriented Programming  
Data Structures, Debugging  
Unit Testing

## Soft Skills

Teamwork, Problem Solving, Leadership, Time management, Communication, Multitasking, Critical Thinking

## Personal Hobbies

Skating, Game Development, Swimming and Paddle Boarding