Mohamed Kazma

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LINKS

Github:// **moekaz**
LinkedIn:// **mohamed kazma**

EDUCATION

CARLETON UNIVERSITY

BS in Computer Science
Expected May 2019 | Ottawa, ON
Cum. GPA: 3.5 / 4
Major GPA: 3.55 / 4

SKILLS

LANGUAGES:

C++ • C • C# • Java
JavaScript • CSS • HTML • Python

FRAMEWORKS:

Node.js • Pug(Jade) • Express.js

TECHNOLOGIES:

SQL • MongoDB • Unity • Git • SVN

LIBRARIES:

OpenGL • GLSL • SFML • JQuery • Socket.io • Swing

EXPERIENCE

ROSS VIDEO | Software Developer-Java

September 2018 - Decemeber 2018 | Ottawa, ON

- Software Developer on **DashBoard** , a software program used to make connecting and configuring broadcasting devices a lot easier as well as scriptable logic and api calls.
- Fixed bugs and added multiple features with testing for functionality

CARLETON UNIVERSITY | Teaching Assistant

September 2017 - May 2018 | Ottawa, ON

- Assisted with second-year data structures and web development
- Held office hours to help students understand course material as well as approach problems they are facing

PROJECTS

MTRX ENGINE August 2018

- Physics Engine based on **C++** using libraries such as **GLM, SpdLog**
- Setup colliders and the necessary functionality that a physics collider requires(collision querying, raycast queries etc...) in addition to a basic amount of collision resolution based upon collision sweeps
- Setup a basic amount of rigidbody dynamics which are used to allow applying forces to a physical object and allow for rotations and translations based upon realistic laws of physics

STORE TEMPLATE December 2017

- Template site that can be used as a store to display products, a description, and price of said products using **HTML, CSS,** and **JQuery**
- Templates a Cart site as well that can show products, their description, price and quantity of each and reports a subtotal and total price (according to Canadian tax-rate)

FLYING UNDERSIZED CONTROLLED KILLER September 2017

- A 3D Helicopter Assault game based on a fly that using **C++** and **OpenGL** which is used for rendering scenes and setup architecture
- Used **GLSL** to write vertex and fragment shaders for unit texturing and illumination calculations
- Built geometry shaders to build multiple particle systems for fires and explosions...

FRONTIER GUILD January 2018

- A 3D real time strategy game using **Unity** to build the game world, script player and unit behaviors as well as set up the scene's UI
- Uses turn based combat when player and enemy units go into combat or into random encounters with neutral environment units

HEROES ALWAYS DIE January 2017

- A 2D platformer shooter where the player tries to defeat all the enemies while exploring the world using **C++** and the **SFML** library for 2D scene rendering

QUESTS OF THE ROUND TABLE January 2018

- Game that is based upon the board game "Quests of the Round Table" using **Unity** engine to build the game's architecture, functionality, and scenes
- Uses the **Strategy** design pattern to implement multiple AI players