

# Cyrus Mir

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## PROFESSIONAL INTERESTS

Operating Systems  
Low level Programming  
Project Management

Application Design / Development  
Computer Graphics Programming  
End-user products

## EDUCATION

**Bachelors of Science in Computer Science**  
Eastern Washington University, Cheney, WA  
Graduation: April 2012 (Projected)

GPA: 3.58/4.0

**Diploma in Game Design and Programming**  
International Academy of Design and Technology,  
Toronto, ON (Canada)  
Graduation: December 2005

GPA: 3.60/4.0

## COMPUTER SKILLS

Programming Languages

C/C++, Java, C#, Win32 Programming,  
Python, Verilog, MIPS Assembly,  
x86 Assembly

Operating Systems

Windows NT/XP/Vista/7, OSX, Linux,  
Unix

Integrated Development  
Environment  
Applications

Visual Studio 2005-2010, Eclipse,  
DEV-C++, Netbeans

Web

MATLab, Maple

Graphics Programming

JavaScript, HTML, Photoshop

Tools

OpenGL, DirectX, SDL

Maya, 3D Studio Max, Flash

## PROJECTS

SSN Scanner

- Scan University computers (Windows/OSX/Linux) for Sensitive information like Social Security numbers and Credit Card numbers.  
C/C++, C#, COM Objects

Text Editor in Java Swing

Simple Thread Library in C

#### Graphics Engine

- Designed a graphics engine in Visual C++ with DirectX

#### Custom Memory Manager

- Created a memory manager in C++ to replace **new** and **delete** so as to efficiently allocate memory for graphic objects.

#### 3D Game (Pangaea)

- Created a 3D fighting game in Direct X

### RESEARCH

#### Web Crawler

- Proposed a Web Crawler Algorithm for the purpose of Indexing pages for a Search Engine.

### AWARDS

Dean's List: Winter 2010, Spring 2010, Winter 2011, Spring 2011