

Mehrdad Dehdashti

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Education

2009 - 2013 **McGill University, Montreal, Quebec**
B.Sc. Computer Science, Mathematics

2008 - 2009 **Concordia University, Montreal, Quebec**
B.Sc. Computer Science

Skills

Programming Languages	Java, Python, JavaScript, Unrealscript, C, C#, C++, Html/CSS, Matlab, Bash scripting, Standard ML
IDE	Eclipse, Microsoft visual studio 2010/2012
Game Engines	Unreal Development Kit, Panda3d Game Engine, Unity3D, Warcraft 3 World Editor
Frameworks	Google PlayN, Microsoft Xna, CreateJS, SQL, jdbc, JQuery, OpenGL
Operating Systems	Windows, Linux
Revision Systems	Git, Perforce, CVS

Work Experience

2013 **Critical Hit, Concordia, Montreal, Quebec**
Lead Game Designer, Programmer for the game "War Agent"

- Developed using Unity and programmed in C#
- Designed the game concept and mechanics
- Implemented the game system
- Worked in a team of 2 programmers and 2 artists

2013 **Ubisoft Academia, Montreal, Quebec**
Programmer Generalist for the game "Shine"

- Developed using UDK and programmed in Unrealscript and C++
- Implemented the HUD
- Developed the backend for the menu including various video, audio and control settings
- Worked closely with the artists to implement VFX for various game objects

2012 - 2013 **Ubisoft Game Lab Competition, Montreal, Quebec**
Lead Game Designer, level designer and Programmer on the action adventure game prototype "Duality"

- Developed using UDK and programmed in Unrealscript
- Designed the game concept and mechanics
- Designed and implemented the levels using UDK and Visual programming tool Kismet
- Worked in a team of 4 programmers and 1 artist

2012 **Research Project, McGill, Montreal, Quebec**
Game Designer, Programmer on a game for bioinformatics` research purposes
(a human-computing game for solving subgraph isomorphism)

- Developed 2 prototypes, first using PlayN games library programmed in Java, second as an online browser game using HTML5 and CreateJS programmed in JavaScript
- Designed the game concept and mechanics
- implemented the entire game in a team of 2

2011 - 2012	"Orbitz", McGill, Montreal, Quebec Game Designer, Programmer and Artist <ul style="list-style-type: none"> • Developed using Panda3d and programmed in Python • Designed a complete Real-time strategy game with innovative mechanics • Implemented the game AI which would use the game mechanics and strategize against the player • implemented generative game environment and other game mechanics • Created textures for in-game material using adobe Photoshop
2011	McGill Code Jam, McGill, Montreal, Quebec Programmer for an electronic stock exchange application <ul style="list-style-type: none"> • Developed in Java • implemented the database using the Hibernate library and the GUI using Swing library • Used the Twilio cloud communication framework to send sms containing stock exchange
2010	"Hearts", McGill, Montreal, Quebec Programmer <ul style="list-style-type: none"> • Developed in Java • Implemented the GUI using swing library • Implemented the game AI with various difficulty levels • Grade 95/100 for the final milestone

Award

2013	Ubisoft Game Lab Competition, Montreal, Quebec Won the Special Jury's Prize and was nominated for Best Technical Innovation in a game
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Miscellaneous

Languages	English(Fluent), French(Elementary), Arabic(Elementary), Farsi(Native)
Activities &Interests	Squash, photography, Drawing, cinema, traveling, personal game projects, music, playing traditional Persian instrument Setar since 2001

*Reference available upon request