Mehrdad Dehdashti

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EDUCATION

McGill University Montreal, QC
Currently enrolled in **Bachelor of Science** since Fall 2009
Major: Computer Science Games Option Minor: Mathematics

Courses taken included:

Software Engineering Design	Modern Computer Games
Operating Systems	Object-Oriented Design
Java Development	Database Managements Systems
C/C++ Programming	Computer Graphics

Concordia University Montreal, QC
enrolled in **Bachelor of Engineering and Computer Science** 2008 – 2009
Major: Computer Science

TECHNICAL SKILLS

Languages Java, C++, C, Python , Sml, Html/CSS, Mathlab, OpenGL
Softwares Eclipse, Microsoft visual studio 2010, Panda3d Game Engine, familiar with game editors(Warcraft 3 World Editor)
Operating Systems Windows, Unix, Linux
Database Systems SQL, Jquery, Jdbc
Revision Systems Github, assembla

EXPERIENCE

- Developed a GUI card game in java (design patterns, unit tests, SVN)
  Grade 95/100 for the final milestone
- Developed a sample online webstore (user login, web design, purchase items functionality) in HTML/CSS and C
- Developed database program in java with IBM db2
- Developed an electronic stock exchange in java for McGill Code-Jam 2011
- Developed a complete RTS game in Python using Panda3d Game Engine
- Currently Developing an Online facebook game based on biochemistry research using PlayN

MISCELLANEOUS

Languages English(Fluent), French(Elementary), Arabic(Elementary), Farsi(Native)
Activities & Interests Squash, photography, books, cinema, music, travel, video games
Playing traditional persian instrument Setar since 2001
*Reference available upon request