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, Mathlab, 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   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

- 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

- 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

- 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

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