Mehrdad Dehdashti

1225 Notre Dame Ouest, Apt516, Montréal, QC, Canada, H3C 6S3 1.514.692.1310 mehrdad.dehdashti@mail.mcgil.ca www.cs.mcgill.ca/~mdehda

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, Computer Graphics, Computer Networks

Concordia University Montreal, QC

enrolled in Bachelor of Engineering and Computer Science 2008 – 2009

Major: Computer Science

TECHNICAL SKILLS

Languages Java, Python, C++, C, C#, JavaScript, Html/CSS, Mathlab, Standard ML

Software/Frameworks Eclipse, Microsoft visual studio 2010/2012, Panda3d Game Engine, OpenGL,

Google PlayN, CreateJS, Jquery , familiar with game editors (Warcraft 3 World Editor), SQL, jdbc

Operating Systems Windows, Unix, Linux

Revision Systems Github, assembla, CVS

EXPERIENCE

Course projects

- 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 (jdbc, SQL)
- Developed an electronic stock exchange in java for McGill Code-Jam 2011
- Developed a complete Real-time strategy game in Python using Panda3d Game Engine

Research projects

- Developed a prototype game based on biochemistry research in java using PlayN game library
- Currently Developing an Online game based on biochemistry research in HTML5 canvas using JavaScript library CreateJS

Other projects

Currently participating in the Ubisoft game lab competition as game designer and UDK programmer

MISCELLANEOUS

Languages English(Fluent), French(Elementary), Arabic(Elementary), Farsi(Native)

Activities & Interests Squash, photography, books, cinema, music, travel, games

Playing traditional Persian instrument Setar since 2001

*Reference available upon request