Mehrdad Dehdashti

1225 Notre Dame Ouest, Apt516, Montréal, Quebec, Canada, H3C 6S3
1.514.692.1310
mehrdad.dehdashti89@gmail.com
http://mdehdashti.com

Education

2009 - 2013	**McGill University, Montreal, Quebec**	
	B.A., Computer Science, Mathematics	
2008 - 2009	**Concordia University, Montreal, Quebec**	
	B.A., 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