

Mehrdad Dehdashti

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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, Matlab, Bash scripting, Standard ML
IDE	Eclipse, Microsoft visual studio 2010/2012
Game Engines	Unreal Development Kit, Panda3d Game Engine, Unity3D, game editors (e.g. 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" <ul style="list-style-type: none">Developed using UDK and programmed in Unrealscript and C++Implemented the HUDDeveloped the backend for the menu including various video, audio and control settingsWorked 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" <ul style="list-style-type: none">Developed using UDK and programmed in UnrealscriptDesigned the game concept and mechanicsDesigned and implemented the levels using UDK and Visual programming tool KismetWorked 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) <ul style="list-style-type: none">Developed 2 prototypes, first using PlayN games library programmed in Java, second as an online browser game using HTML5 and CreateJS programmed in JavaScriptDesigned the game concept and mechanicsimplemented 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 PythonDesigned a complete Real-time strategy game with innovative mechanicsImplemented the game AI which would use the game mechanics and strategize against the playerimplemented generative game environment and other game mechanicsCreated 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 Javaimplemented the database using the Hibernate library and the GUI using Swing libraryUsed 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