Parisa Foroudian

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Summary

- Built projects for desktop users, meeting highest standards for web design, user experience, best practices and speed.

- Enthusiastic 3D designer eager to contribute to team success through hard work, attention to detail and excellent organizational skills.

- Motivated to learn, grow and excel in game making.

Education

B.Eng in Software engineering, Shariati Technical And Vocational College University   2016 - 2020

GPA: 3.5

Research Interests

- Game making
- Concept art
- Digital media
- Human-computer interaction
- Video game
- 2D modeling
- UI/UX design
- User-centered web design
- gamification
- 3D modeling
- Interaction design

Work Experience

Front-End Web Developer   2020 - 2021

ASP, Iran

- Worked in Agile-driven environment to effectively maintain project timelines and utilize available resources.
- Planned and engineered RESTful web services to manipulate dynamic datasets.
- Developed landing pages and dashboards using Next js, React and JavaScript scripting.
- Conceived and built optimized landing pages in HTML and CSS, including Material-UI integration and cross-browser compatibility, to support different devices.
- Converted website to a Progressive Web App (PWA), so acting as a native apps, which optimize for user-generic performance metric

3D Designer and Concept Artist   2018 - 2019

Overestimate Overthinkers team, Iran

- Made basic sketches of elements and characters with Photoshop.
- Choose color palette, typography and texture for game menu.

- Made 3D models and elements with Blender and Maya.
- Added texture, material, roughness and another properties to made the character from it.
- Worked with some Unity tools like Post-Processing, Cinemachine and Free-look.
- Developed and implemented performance improvement strategies and plans to promote continuous improvement.

Award & Honors

- Developed different final project which was a Universal render pipeline game (Beyond the atmosphere) at bachelor degree that was considered by professors
- Win the first place in table tennis competitions at university

Technical & Research Experience

Academic Experiences:
- Developed a Universal render pipeline game as final thesis project
- Developed a website of movies with Restful APIs
- Developed a forum with Laravel-the PHP framework
- Developed a restaurant reservation system with ASP.net
- Made a Hotel reservation with unified modeling language (UML) diagrams

Teacher Assistant Experiences:
- Found the best solution for getting the heigh performance of pacman game with python

Industrial Assistant Experiences:
- Developed a Universal render pipeline game (Candy Race)
- Developed the landing page and dashboard for ASP company

Publication

Project:
1. A Universal render pipeline game "Candy Race", cafebazaar, Overstimated OverThinkers, March, 2020

Conferences:
1. The differences between Mango DB and PostgresSQL
2. The effect of Webgl on developing digital game
3. The combination between big data, IOT and cloud computing

English Tests

TOEFL iBT (Academic): 0.0 (overall score)
Listening: 0.0, Writing: 0.0
Speaking: 0.0, Reading: 0.0
Test date: To be taken

Computer Skills

- Coding in HTML, CSS, JavaScript
- Working with React library and Next framework
- Working with blender, maya, unity

- Working with Git, Vscode and JetBrains
- Working with Figma and adobe Xd

Hobbies

Swimming, playing badminton, yoga exercises, listening to music, playing Violin