

# SHAYAN KAZEMI TEHRANI

## Gameplay Engineer

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shayanthrn

## EXPERIENCE

### Web Chair

#### The Canadian Society of Information Theory

- 📅 2023    Montreal, Canada
- Design, Development and Deployment of the 31st Biennial Symposium on Communications 2023 (BSC 2023) conference.

### Software Engineer

#### IDmelon Technologies Inc.

- 📅 2022-2023    Vancouver, Canada
- Design and develop a robust SSO server for IDmelon and host it on Google Cloud with more than 500 active users.
  - Played a key role in enhancing the software architecture, ensuring scalability and maintainability for the IDmelon SSO system.
  - Utilized React for frontend development, improving the user interface and overall user experience.
  - Contributed to CI/CD pipelines to streamline the development and deployment processes.
  - Collaborated in Scrum teams for streamlined project management
  - Implemented microservices architecture to create a flexible and modular system.
  - Designed, developed, and maintained RESTful APIs, connecting the SSO server with 10+ applications and services.
  - Utilized Docker for containerization to simplify deployment and scaling of the application.

### Senior Software Engineer

#### Vira Co.

- 📅 2019-2021    Tehran, Iran
- Integrated messaging and payment APIs to optimize system functionality and payment processing.
  - Managed server operations, optimizing performance, reliability, and availability to meet project requirements.
  - Released project source code on GitHub, fostering community collaboration and transparency.

## EDUCATION

### MASc. Computer Engineering

#### Concordia University

📅 2022-Present

### BSc. Computer Engineering

#### Amirkabir University of Technology (Tehran Polytechnic)

📅 2017-2022

## LANGUAGES

English(IELTS 7), French(A1), Persian(Farsi)

## SKILLS

C/C++    Unreal Engine 5    Blueprint

Game Design    Linear Algebra

Machine Learning    Python

JavaScript    TypeScript    Java    Kotlin

SQL    Django    Nodejs    ExpressJs

React    PyTorch    OOP    Testing

Google Cloud    Scrum    CI/CD

Design Pattern    Jira    Git

## GAMES DEVELOPED

### Stellar Strife: Galactic Guardian

unreal engine 5, blueprint, c++

- Created a 3rd person shooter game in Unreal Engine 5.
- Implemented custom animations for player movement, enhancing control.
- Designed AI-controlled enemies for challenging gameplay.

### Toon Tanks

unreal engine 5, blueprint, c++

- Developed a tank combat game in Unreal Engine 5, placing players in command of a tank to engage and destroy AI-controlled enemies.

### Crypt Raider

unreal engine 5, blueprint, c++

- Engineered a first-person treasure heist game in Unreal Engine 5, emphasizing secret passages and intricate puzzles for an immersive player experience.
- Leveraged the cutting-edge Lumen lighting system to enhance visual realism, creating atmospheric environments within the crypt setting.

### Obstacle Assault

unreal engine 5, blueprint, c++

- Crafted a 3rd person in Unreal Engine 5, featuring a challenging obstacle course with moving obstacles.

## CERTIFICATES

- Unreal Engine 5 C++ Developer: Learn C++ Make Video Games in collaboration with Epic Games