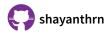
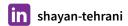
Hassan Kazemi Tehrani

Software Engineer







shayanthrn@gmail.com

WORK EXPERIENCES

ACTIVISION | Gameplay Software Engineer

Sep 2024 - Current | Montreal, Canada

- → Owned the architectural design and development of a core feature in-game and oversaw its full development.
- → Optimized client-server communication for a core feature by leveraging observer design pattern and caching, resulting in performance improvement by 20%.
- → Orchestrated the development of game mechanics with cross-functional teams, resulting in the successful release of Call of Duty: BlackOps 6 and other titles.
- → Proposed enhancements based solely on findings observed during daily operations, leading to the design and implementation of an internal platform that enhanced productivity across all Activision studios by 5-10%.
- → Contributed to AI programming for gameplay mechanics such as vehicles, locomotion, and AI agents.

C++, Lua, Perforce, Confluence

IDMELON TECHNOLOGIES | Software Engineer

March 2022 - Sep 2022 | Vancouver, Canada

- → Conducted a robust SSO server hosted on Google Cloud, supporting over 1500 active users.
- → Collaborated with a cross-functional team of 10 in scrum setup and Prioritized project tasks across team members.
- → Introduced and launched a scalable and secure system architecture, accepted by the team lead capable of handling 3 SSO protocols.
- → Accelerated deployment processes through CI/CD pipelines, reducing deployment times by approximately 30%.
- → Synthesized microservices and RESTful APIs with over 10 large-scale applications.
- → Operated Docker for effective containerization, boosting deployment speed by an estimated 25%.

Python, Django, PyTest, FastAPI, DevOps, Docker, CI/CD, MongoDB, PostgreSQL, JavaScript, ReactJS, HTML, CSS, Google Cloud, Agile, Scrum, Jira, Git

VIRA | Software Engineer

Dec 2019 - Dec 2021 | Tehran, Iran

- → Directed the development of a booking system for doctors' appointments, serving over 100 doctors and approximately 5000 patients.
- → Administered server operations, optimizing performance, reliability, and availability with more than 99.99% server uptime.

JavaScript, TypeScript, NodeJS, MongoDB, ExpressJS, Linux Server, HTML, CSS, Microservices, Git

CONCORDIA | Research Assistant

Sep 2022 - Sep 2024 | Montreal, Canada

- → Innovated novel approaches for Personalized Continual Food Classification Systems using an integration of 3 ML models, Deep Learning, Continual Learning, and Reinforcement Learning.
- → Enhanced classification accuracy of 101 food classes by 6% over the original model.

Python, PyTorch, NumPy, Pandas, Pillow, Al, ML, RL, CNN

SKILLS

PROGRAMMING

Proficient:

• C++ • C • C# • Python • Lua

Experienced:

• Verse • Java • TypeScript

TECHNOLOGIES

Django • Node.js • React.js •
 Express.js • MongoDB • SQL •
 PostgreSQL • PyTest • Unreal
 Engine • Unity

TOOLS/PLATFORMS

- Git Perforce Jira
- Confluence Docker
- Kubernetes AWS Figma GCP

LANGUAGE

• English (Fluent), French (A1)

EDUCATION

CONCORDIA UNIVERSITY

Master's in Computer Engineering

Sep 2022 - Sep 2024 | Montreal, Canada Thesis: Personalized Continual Food Intake Monitoring System

AMIRKABIR UNIVERSITY OF TECHNOLOGY

Bachelor's in Computer Engineering

Sep 2017 - Sep 2022 | Tehran, Iran Thesis: Any-to-Many Voice Conversion in Persian Speech

CERTIFICATIONS

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