

SHAYAN KAZEMI TEHRANI

Gameplay Engineer

✉ shayanthrn@gmail.com ☎ (+1) 438-979-6137 📍 Montreal, Canada 🔗 shayanthrn.github.io 🌐 shayan-tehrani
📄 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 open-world game 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