## SHAYAN KAZEMI TEHRANI

#### **Gameplay Engineer**

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Montreal, Canada

% shayanthrn.github.io

in shayan-tehrani

### **EXPERIENCE**

#### Web Chair

shavanthrn

#### 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** 

- 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

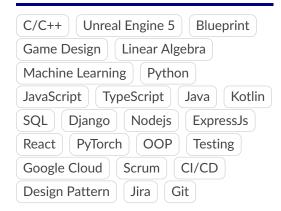
BSc. Computer Engineering

Amirkabir University of Technology (Tehran Polytechnic)

**2017-2022** 

## LANGUAGES

## **SKILLS**



## **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 Al-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 Al-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