SHAYAN KAZEMI TEHRANI

Gameplay Engineer

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Montreal, Canada

% shayanthrn.github.io

in shayan-tehrani

EXPERIENCE

Web Chair

shayanthrn

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

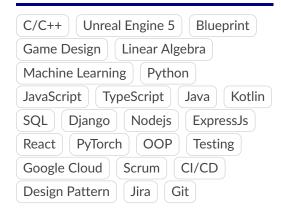
BSc. Computer Engineering

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 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