


# Hassan Kazemi Tehrani

Software Engineer

 shayanthrn.github.io

 shayanthrn

 shayan-tehrani

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## 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, AI, 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