
SALIM MANSOUR

Email salimansour@gmail.com · **Phone** (647) 708-5763

LinkedIn /in/slimnsour · **Website** slimnsour.me

WORK EXPERIENCE

Centre for Addiction and Mental Health

May 2019–August 2019

Neuroimaging Research Analyst

- Collaborated with neuroscientists to design and implement preprocessing pipelines for their research, efficiently preparing data for 6 unique studies totalling over 500 subjects
- Contributed to large projects in the neuroscience community including dmriprep and Nipype, and created tractography pipeline tractify to decrease generation time from an hour to 15 minutes

Geosoft Inc.

January 2018–August 2018

Automated Test Engineer

- Tested main product Oasis montaj through Ranorex by managing over 1000 tests for each release and reporting results, decreasing the average failure rate for each build by 30%
 - Engaged in discussion for weekly meetings to shed light on results, communicating with coworkers in other departments to boost understanding of automated testing
-

EDUCATION

Honours Bachelor of Science, Specialist in Software Engineering, Co-op

September 2016–April 2020

University of Toronto

GPA: 3.7

- Achieved UofT Scholars Entrance Award for being among the top 700 students admitted
 - Awarded Dean's List every year for maintaining a high GPA
-

EXTRACURRICULARS

Game Dev Guild Executive

January 2019–present

- Foster an environment where aspiring game developers can learn and co-operate on projects
 - Coordinate with a team to gather resources and plan projects to showcase in weekly meetings, explaining the logic behind popular game mechanics to guide beginners
-

PROJECTS

Ray Tracer (CSCD18 – Computer Graphics)

Fall 2019

- Built a ray tracer in C, combining linear algebra and programming concepts to implement advanced features including multithreading, depth of field, and refraction

Balloonatics (Solo Game Development)

Fall 2019–present

- Developing an action platformer, solving experimental programming challenges like seamless level looping and practicing iterative improvement of game feel and user experience
-

LANGUAGES AND TECHNOLOGIES

- Five years of experience in Java; C; C++; C#; Python; Ruby; R; JSON; XML
 - Proficient use of Selenium; Ranorex; HTML; SQL; Node.js; Unity; GameMaker: Studio
-
-