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# SALIM MANSOUR

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

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

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## WORK EXPERIENCE

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### 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
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## EDUCATION

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### 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
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## EXTRACURRICULARS

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### 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
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## PROJECTS

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### 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
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## LANGUAGES AND TECHNOLOGIES

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