

Soroush Jolai

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[Online Portfolio](#)

PROFILE

As an experienced software engineer, I've been part of various tech industry teams, gaining valuable experience in web and games programming over the past four years. I graduated with a master's in Computer Games Technology with distinction. The focus of the course was mastering C++ programming and the math skills essential for crafting games. I've got a knack for picking up new programming languages quickly and working with others' code seamlessly.

EDUCATION

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|--|--------------------------------------|-------------|
| City, University of London, London, UK | MSc Computer Games Technology | 2023 – 2024 |
| <ul style="list-style-type: none">Grade: Distinction. Advanced Games Technology, OOP in C++, Game Development Process, Computer Graphics, Games Architecture in C#, VR development.<u>Dissertation</u>: Developed a no-code game engine and editor in C# from scratch. | | |
| University of Tehran, Tehran, Iran | BEng Electrical Engineering | 2015 – 2019 |
| <ul style="list-style-type: none">Grade: (2:1). Studied computer science basics, computer architecture, and programming in C.Learned various data structures and algorithms essential for software engineering. | | |

KEY SKILLS

Technical Skills:

- Solid C# and C++ Programming skills.
- Solid Math and 3D physics knowledge.
- Experience in Shader programming (GLSL, OpenGL) and a good understanding of graphics pipelines.
- Experience with Unreal Engine, Unity, Engine Programming, Collision system, NPC behaviours.
- Familiarity with JavaScript, CSS, HTML, Python, and Git.

Languages: English (fluent), Persian (native), French (A2)

RECENT PROJECTS

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| Context: MonoEndlessRunner | Role: Designer and Developer | 2/2024 – 7/2024 |
| <ul style="list-style-type: none">Designed and developed a 3D game engine and editor using C# to create endless runner games.Implemented a GUI for game designers leveraging ImGui.Net. | | |
| Context: Monsterfall (Grade: 89/100) | Role: Developer | 12/2023 – 2/2024 |
| <ul style="list-style-type: none">Programmed a game and engine features in C# following the best practices.Implemented various programming design patterns (C#).Developed game engine features e.g. collision detection and response system. | | |

RELEVANT WORK EXPERIENCE

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| City, University of London, London, England | Engine Programmer | Sept. 2024 – Nov. 2024 |
| <ul style="list-style-type: none">Updated build tools and libraries of the university's custom engine e.g. assimp loader.Implemented ray tracing feature in C++.Problem-solving: Fixed various issues e.g. faulty texture loading, bug in 3D skinned mesh model loader.Improved engine performance by reducing the initial loading time by 10%. | | |
| Tose'e Fanavari Arya Kavosh, Tehran, Iran | Software Developer | Oct. 2021 – Jun. 2022 |
| <ul style="list-style-type: none">Programmed a professional website from scratch utilizing JavaScript, HTML/CSS, Vue.js/Nuxt.js also added some features to user panel e.g. a video player. Link to websiteProblem-solving: Troubleshot several issues in code structure and improved overall performance.Communication: Reported project progress to team lead and manager. Reported bugs in UI to design team.Teamwork: worked as part of a team of 6 people and efficiently communicated with colleagues from other backgrounds. | | |