MANZOR SARAHI

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PROGRAMMING LANGUAGES

C++ · C · C# · Python
HLSL · GLSL · Java
HTML5 · CSS · JavaScript

TECHNICAL SKILLS

Unreal Engine 4
Unity3D
OpenGL
Blender
Autodesk
   Maya · AutoCAD
Microsoft Office Suite
   Word · Excel · PowerPoint
Adobe Suite
   Photoshop · Illustrator

EDUCATION

Ryerson University
(Sept 2014 – April 2018)
BSc in Computer Science

Relevant Coursework:
   · Computer Graphics
   · Advanced Topics in Computer
     Science: Virtual Reality
   · Data Structures
   · Algorithms
   · Artificial Intelligence
   · Software Verification &
     Validation

INTERPERSONAL SKILLS

· Organized, responsible, self–motivated, and quick
  learner
· Problem solving and analytical skills
· Able to work independently and as a part of a team
· Excellent verbal and written communication

EXPERIENCE

Automation Developer @ DSEL
(June 2018 – February 2020)

· Designed, developed, and tested automation tools
  using C# and AutoCAD API in an Agile Environment
· Worked alongside civil engineers to gather
  requirements for each new proposed tool
· Received ownership of existing tools along with
  creating my own, which I was then to implement
  improvements, debug, and write tests, and create
  documentation for
· Worked alongside other automation developers to
  create algorithms and solutions to problems
· Participated in code reviews

Virtual Lab Developer @ Ryerson University
(May 2017 – April 2018)

· Developed virtual simulations of various
  engineering related tasks using C# and Unity3D
· Created 3D models using both AutoCAD and Maya
  which were used to represent all assets within
  each project component
· Analyzed, debugged, and resolved technical and
  complex problems for different project components
  and reported deficiencies in the application