Mehdi Afkhami

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Computer skills

Art & Game Development: Unity, Godot, Blender, Krita

Programming Languages: C#, C++, Python, Java, SQL

Software Engineering: Refactoring, Debugging, Agile Methodology, Design patterns, SOLID

Frameworks & Libraries: OpenGL, Numpy, Pandas, Matplotlib, TensorFlow, Keras

Experience

Uncertainty, 3D Action Advanture Game

Link ↗ , Team Co-Founder & Game Developer   *2020–Present*

- Delivered a playable beta version of the game within 6 months, meeting initial project goals.
- Overcame challenges like managing a remote team, ultimately fostering a strong and productive work environment.
- Gained expertise in using design patterns and agile methodologies in a practical setting.
- Initiating porting process to Godot engine for enhanced development efficiency and leverage the benefits of its open-source nature and rapid growth.

Uncertainty Multiplayer

Link ↗ , Developer   *2020*

- Experimented with Unity's networking solutions (Fishnet, Mirror, Photon) to choose the best fit for my multiplayer project.
- Implemented basic player movement sync, solidifying my grasp of network communication and data serialization.

Automata, A Graph Simulator

Link ↗ , Developer   *2020*

- Developed an interactive, dynamic graph simulator using Unity and utilized the observer and singleton patterns.
- Gamified automata theory through an interactive simulator, empowering classmates and myself to visually grasp complex concepts.

Symmetry

Link ↗ , Developer   *2020*

- Optimized my first solo game for smooth performance, tackling data structure challenges and large canvas rendering for Android release.
- Actively sought and implemented feedback, enhancing game polish and engagement through iterative development.
- Successfully navigated Android publishing, gaining hands-on experience with platform-specific requirements and optimization.

Racing Game OpenGL

Link ↗ , Developer   *2020*

- Applied my understanding of OpenGL/GLSL (vertex & fragment shading) to build a 3D Racing game, solidifying my knowledge through practical implementation.

Remote Research, Software Refactorings

University of Twente, Research Assistant   *2023–Present*

- Successfully integrated the refactoring detection tool with real-world codebases.
- Effectively managed remote collaboration, ensuring clear communication and efficient teamwork on the research project.
- Published a paper on 31st IEEE International Conference on Software Analysis, Evolution and Reengineering (SANER), 2024 (accepted)

Education & Certificate

Vali-e-Asr University of Rafsanjan **Rafsanjan, Iran**
B.Sc. Computer Engineering *2018–2023*
- *GPA: 16.26/20, 142 credits*
- Major Area: Software Engineering.
- Thesis: Solving community detection problem using evolutionary algorithm in social networks
- Thesis grade: 20/20

Generative Deep Learning with TensorFlow **Coursera**
Certificate *2023*
- *Education provider : DeepLearning.AI*
- *Skills : Deep Learning, Generative AI, TensorFlow*
- *Credential ID : JDQKWCDQADSV* ⬈

Intermediate Machine Learning **Kaggle**
Certificate *2023*
- *Education provider :Kaggle*
- *Skills : Machine Learning, Python, scikit-learn*
- *Link:* ⬈

Extra Curricular Activities

Member of Teaching Assistant Committee
Scientific Association of Computer Engineering *2022–2023*
Vali-e-Asr University of Rafsanjan

President of Executive Staff
Video Games Association *2020–2021*
Vali-e-Asr University of Rafsanjan

Member Of Scientific Committee
Computer Engineering Scientific Association *2019–2021*
Vali-e-Asr University of Rafsanjan

Languages

English: TOEFL iBT Score: 88 **Persian**: Native language