

Mohi Montazer

Motivated, Orderly, Hardworking, Influential

Email: Mohi.Montazer@Gmail.com

Website: MohiMontazer.com

LinkedIn: LinkedIn.com/in/MohiMontazer

Experience

- **Graphics Software Engineer, Qualcomm (2017 - Present)**
 - Developing OpenGL Driver for Snapdragon/Adreno Chips
 - Owner of Qualcomm GSL library
- **Software Architect, EpsilonSoft (2006 - 2009)**
 - Developing Accounting Software for More Than 100 Clients

Education

- **M.S. in Computing: Graphics and Visualization (2013 - 2017)**
 - University of Utah, Salt Lake City, Utah
- **B.S. in Software Engineering and Games Design (2009 - 2013)**
 - MMU University, Cyberjaya, Malaysia

Skill

- Fluent in C++, C, OpenGL, GLSL
- Experienced in Python, Java
- Familiar with C#, CUDA, GPGPU, DirectX, HLSL, XNA
- Computer Graphics, Rendering, Image-Processing
- Ray Tracing, Path Tracing, Photon Mapping, Metropolis Light Transport
- Git, CMake, UML

Project

- **GPU Driver for Qualcomm Snapdragon Chips (2017 - Present)**
 - Developing OpenGL driver on Android for Qualcomm Adreno GPUs
 - Maintaining Qualcomm GSL Library
- **Image-Processing Projects (2016)**
 - Motion Detection, Histogram Equalizing, Mosaicking, Machine Learning
- **Ray Tracer (2013)**
 - A ray tracer capable of rendering objects with textures, reflection, and refractions
- **Photo-realistic Renderer Based on Metropolis Light Transport (2013)**
 - Undergraduate Final Year Project, MLT on GPU using CUDA
- **Autonomous Data Collector Robot (2012)**
 - A robot collecting statistics on coverage of a simulated network signals
- **Tornado (2008)**
 - Accounting software for stone-factories, sold to 100+ clients
- **National Soccer Team Information Software (2006)**
 - Informative software about national soccer team, games, statistics, ...
- **Simple Games (2010 - 2011)**
 - Thunder Tank (Tower Defense Game, C# and XNA)
 - Snail Puzzle (Platform Game, C#, and XNA)
 - Scorpion Killer (FPS Game, C++ and DirectX)