

Mohi Montazer

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Address: C/O Qualcomm Incorporated, 5775 Morehouse Drive, San Diego, CA 92121

Experiences **Graphics Software Engineer** 2017 – Present
Qualcomm

C++ and Delphi Programmer 2006 – 2009
 EpsilonSoft

Education **MS in Computing: Graphics and Visualization, GPA 3.50** 2013 – 2017
University of Utah, Salt Lake City, Utah

BS in Software Engineering and Games Design, GPA 3.84 2009 – 2013
 MMU University, Cyberjaya, Malaysia

Skills

Programming Languages

Fluent in C++, C

Experienced in CUDA, C#, Delphi, SQL, FoxPro

Familiar with Java, Python, GLSL, HLSL, PHP, JavaScript, HTML, CSS, XML

Technologies, Frameworks, Libraries:

GPGPU, OpenGL, DirectX, XNA, .NET

Other:

Git, UML, Visual Studio, Eclipse, Windows, Linux

Computer Graphics, Rendering, Image-Processing

Ray Tracing, Path-Tracing, Photon Mapping, Metropolis Light Transport, VPL, Lightcuts

Projects **Graphics Driver for Qualcomm Snapdragon Chips** 2017 - Present
Implementing and Debugging Graphics Driver for Adreno 5 and 6 Series

Image-Processing Projects 2016
Motion Detection, Histogram Equalizing, Mosaicing, Machine Learning

Implementing a Ray Tracer 2013
Class Project with C++

A Photo-realistic Renderer Based on Metropolis Light Transport 2013
Final Year Project, MLT on GPU using CUDA

Autonomous Data Collector Robot 2012
Collecting Statistics on Coverage of Simulated Network Signals

Tornado: Accounting Software for Stone-factories 2008
Delphi & MS SQL Server (100+ Clients)

National Soccer Team Database 2006
FoxPro

Games

Thunder Tank 2011
Simple Tower Defense Game, C# & XNA

Snail Puzzle 2011
Simple Platform Game, C#, and XNA

Scorpion Killer 2010
Simple FPS Game, C++ & DirectX