

Mohi Montazer

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

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

Experiences **GPU Software Engineer** May 2017 – Present
Qualcomm

C++ and Delphi Programmer January 2006 – February 2009
Freelance Programmer

Skills

Programming Languages

Fluent in C++, C, Delphi, FoxPro

Experienced in C#, SQL, CUDA

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

Technologies, Frameworks, Libraries:

.NET, OpenGL, DirectX, XNA, GPGPU

Other:

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

Computer Graphics, Image-Processing, Rendering

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

Projects **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

MohiBay: A Simple Web Store 2011
PHP, MySQL

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