

Nima Sattari

Computer Engineer (Software)

I am a passionate researcher and programmer with +4 years of experience in the field of software development. Have Experience teaching undergraduate classmates courses like math and physics. Have an understanding of object oriented programming and other design patterns and have used them in projects.



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instagram.com/nima78sattari

EDUCATION

Bachelor Of Science / Computer Software Engineering

Mahallat Institute Of Higher Education

09/2017 - 03/2022

76.4% (15.28 out of 20)

High School Diploma / Mathematics and Physics

Imam Musa Sadr High School

09/2013 - 05/2017

82.95% (16.59 out of 20)

PERSONAL PROJECTS

7 Published Android & Computer Games (01/2021 - 01/2023)

- Microsoft Azure Playfab
- Game Analytics
- Steamworks
- Mirror Networking

Content-Based Recommender System (01/2020 - 03/2020)

- Python
- scikit-learn
- pandas

WORK EXPERIENCE

Programming Summer Internship Medrick game studio

06/2021 - 09/2021

Achievements/Tasks

- C# Programming
- OOP Programming
- Unity Game Engine

Tehran

Unity & C# Developer MediaHamrah

06/2023 - 09/2023

Achievements/Tasks

- C# Programming
- Unity Development
- SDK Development

SKILLS

Unity Engine

C#

C++

Python

Github

WordPress

MySQL

Xampp

Linux

Recommender Systems

Microsoft Office

Adobe Premiere

VR

AR

XR

Vuforia

Javascript

CERTIFICATES

IELTS (08/2022 - Present)

Overall: 7.5 Listening: 8.0 Reading: 7.5 Speaking: 7.0 Writing: 6.5

LANGUAGES

English

Full Professional Proficiency

German

Limited Working Proficiency

Persian

Native or Bilingual Proficiency

RESEARCH INTERESTS

Recommender Systems

Computer Games

Computer Graphics

Cloud & Fog Computing

Big Data Analytics

Virtual Reality

VR XR AR Development