

Houman Gholami

✉ houmangholami@gmail.com

🌐 houmangholami.ca

🔄 github.com/hgholami

in [linkedin.com/in/houmangholami](https://www.linkedin.com/in/houmangholami)

Profile

Motivated, curious, and dedicated BCIT Bachelor of Technology graduate and an aspiring game developer. Flexible and experienced in working with small and large teams both in school and outside. Values interpersonal and intrapersonal skills and knowledge. Involved in the community and driven to make it a better place. Keen to learn, grow and face challenges.

Technical Skills

- C++, C#, Python
- DirectX 12, OpenGL
- C, Assembly, Java
- Unity, Unreal Engine
- Blender, FMOD API
- Windows, Git, GitHub

Soft Skills

- Leadership
- Communication
- Flexible & adaptable
- Creative thinking
- Problem solving
- Fast learner

Work Experience

IC Thrive – <https://icthrive.com>

Apr. 2020 – Aug. 2020

- Junior QA working in an Agile environment, Co-op and full time Jan. 2019 – Aug. 2019
- Worked on in-production and in-development projects on cross-functional teams

Projects

VR Motion Capture – Unreal Engine 4 Plugin

Jan. 2022 – Oct. 2022

- Bachelor's project, created tool generating mocap animations utilizing full body IK
- Solo project developing for UE4 using Valve Index, Oculus Quest 2, HTC Vive

Project Osiris - OpenGL

Sep. 2021 – Dec. 2021

- School project, top down, rhythm dungeon crawler game in a team of 11
- Hybrid ECS engine using OpenGL and C++, input, event, and audio systems, game design

The Happy Place – Unity

Jan. 2021 - Apr. 2021

- School project, a narrative-driven mystery horror game in a team of 4
- Game, puzzle, narrative and level design, audio, cinematics, development

The Forgotten – Unity

Sep. 2020 – Dec. 2020

- School project, a side-scrolling 2.5D souls-like game in a team of 3
- Team lead, game, narrative, and level designs, audio system, core mechanics, development

Leadership in Community

Music For The Hearts – Non-profit Organization

Sep. 2016 - Present

VP Marketing & Recruitment

- Planning, leading, coordinating volunteers, communicating with sponsors and marketing

Education

British Columbia Institute of Technology

Computer Systems - Bachelor of Technology

Sep. 2020 - Oct. 2022

- Games Development Option

Computer Systems Technology - Diploma

Jan. 2018 - May 2020

- Digital Processing Option

Interests

