

Curriculum Vitae

DAVOOD RASTI

CONTACT INFORMATION	<i>Address:</i> Vaajakatu 5 G 138 Tampere, 33720, Finland <i>Website:</i> http://www.rastisoft.com <i>GIT:</i> https://github.com/rastisoft	<i>E-mail:</i> d_rasti@hotmail.com <i>Tel:</i> (+358)465 70 31 97 <i>LinkedIn:</i> https://www.linkedin.com/in/davood-rasti-902622114
WORK EXPERIENCE	<ul style="list-style-type: none">• Valmet Tampere, Finland (<i>Project owner</i>) - (<i>as a part of master study</i>) <i>Software Engineer, Database Designer</i> Development of WEB Based Tool – Production Planning Tool for Rough Planning Oct 2015 – Feb 2016• SOHA Sdn. Bhd. <i>iOS Game Developer Trainee</i> Worked on developing an iOS game using Marmalade SDK Mar 2012 - Jun 2012• RastiSoft Company <i>Chairman / Web Designer / Web Programmer</i> 2004 - 2008	
EDUCATION	<ul style="list-style-type: none">• Master of Science (MSc), Information Technology, Pervasive Systems Tampere University of Technology (TUT / TTY), Tampere, Finland Thesis Title: Augmented Reality Real Time Rendering Demonstrator Supervisors : Dr. Pekka Jääskeläinen (pekka.jaaskelainen@tut.fi) Timo Viitanen (timo.2.viitanen@tut.fi) Aug 2014 - Present CGPA: 4.48 (Out of 5)• B.MM. (Hons) Software Engineering and Games Design Multimedia University (MMU), Cyberjaya, Malaysia Thesis Title: A Photo-realistic Renderer Based on Photon Mapping & Progressive Photon Mapping (CUDA / C++) Supervisor : Ng Kok Why (kwng@mmu.edu.my) Feb 2009 - Feb 2013 CGPA: 3.71 (Out of 4)	
TECHNICAL SKILLS (Experienced in / Familiar with)	<ul style="list-style-type: none">• Programming Languages : <i>Fluent in C++, C</i> <i>Experienced in C#, Java, Python, CUDA, SQL, JavaScript, HTML, CSS, XML, GLSL</i>• Technologies, Frameworks, Libraries : OpenGL, DirectX, .NET, XNA, Android SDK/NDK, Marmalade SDK, Django, GIT.• Applications: Microsoft Visual Studio Code / Community, Android Studio, Blender 3D, GIMP, Eclipse.• Operating Systems : Windows, Unix/Linux	
AWARDS & HONORS	<ul style="list-style-type: none">• Information Processing Association in Pirkanmaa Region reg. assoc. Scholarship as the best project group in 2015-2016 (Project Work on Pervasive Systems) May 2016• Faculty of Computation and Informatics' Dean's List Award 3 times• IEEEEXTRIME Programming Competition 4.0 (<i>Participant</i>) Oct 2010• Flash Game Design Competition @<i>Multimedia University, Malaysia (3rd Place)</i> Mar 2010	
PROJECTS	<ul style="list-style-type: none">• Augmented Reality Real Time Rendering Demonstrator (Master Thesis) Mar 2017 – Present• Permission Illustrator - Portotype (Demola Project – M-Files Co.) Feb 2016 – May 2016• Furry In Love Space - Game (Java, Processing) Feb 2015 – May 2015• WEB Based Tool – Production Planning Tool for Rough Planning Oct 2015 – Feb 2016• 2D Game engine (Android NDK / C++) Jun 2012 – Present• A Photo-realistic Renderer based on Photon Mapping (Final Year Project) Jun 2012 – Feb 2013• My Little Spidey (Mobile Game) Mar 2012 - Present	

- Furry In Love III - Game (C#, XNA) Jan 2012
- Furry In Love II - Game (C#, XNA) Dec 2011
- Rats V.S. Cats - Game (C#, XNA) Sep 2011
- Furry In Love I - Game (Flash-Action Script 3) Aug 2010
- Fart Fighter - Game (Flash-Action Script 2) Sep 2009
- Space Theme Park (Computer Graphics / Rendering & Animation - OpenGL) Sep 2010
- Pre-school Learning System (Java) Aug 2010
- Kish Telecommunication Co. Website Dec 2005

TEACHING
EXPERIENCE

- **Multimedia University**, Cyberjaya, Malaysia

Jun 2012 - Sep 2012

Teaching Assistance

Lab assistant for Computer Programming I (C++)

You can check the video of the Games Projects at: <http://youtu.be/fCqv4Nm9xQk>