

Kurosh Hesamshariati

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B-Day: November 29 2000

Summary

Dedicated and high-achieving student with a strong passion for software engineering, particularly in game development. Currently pursuing a Bachelor's degree in Software Engineering at the University of Kurdistan. Possesses expertise in Godot and Unity game engines, serving as the Chairman of the UOK Game Development Student Chapter. Committed to elevating game development through visionary projects and team collaboration.

Education

- Bachelor of Science in Software Engineering at University of Kurdistan (UOK)
 - As of now (December 2023) ranked within the top 10% of students based on academic scores.
 - Introduction to Programming (C Programming Language): 20/20
 - Data Structures: 18.5/20
 - Advanced Programming (Java Programming Language): 17.5/20
 - Digital Logic Circuits: 20/20
 - 2021 - Present (Expected Graduation Year)
 - Teacher Assistance (TA) of Data Structures at 4th semester under **Mr. Hadi Golbaghi**
 - Teacher Assistance (TA) of Data Structures at 5th semester under **Mr. Amanj Khorramian**
 - Student Intern at UOK cert institute

Previous Education:

- National Organization for Development of Exceptional Talents (SAMPAD)
 - 6 years of study 2013 - 2019

Additional Section

Chairman of UOK Game Development Student Chapter since 2022

- As the Chairman of the UOK Game Development Student Chapter, I spearhead a dynamic team focused on fostering game development skills and knowledge within our university community. My responsibilities encompass decision-making, presentations, and teaching roles for various initiatives, including:
 - Game Development Projects:
 - ✓ Lead and guide teams in conceptualizing, planning, and executing diverse game development projects, fostering an environment that encourages innovation and creativity.
 - ✓ Highlight specific successful projects or prototypes developed under your leadership.
 - Seminars and Courses:
 - ✓ Organize and conduct seminars and courses tailored to cater to the interests of individuals passionate about game development.
 - ✓ Specify the topics covered, attendee participation, and the impact of these events on skill enhancement.
 - Leadership and Instruction:
 - ✓ Direct the chapter's strategies, set goals, and make critical decisions to ensure the growth and success of the chapter.
 - ✓ Serve as a presenter and teacher, imparting knowledge and sharing expertise in game development principles and tools, such as Godot and Unity engines.

- ✓ This role has allowed me to hone my leadership, teaching, and project management skills while fostering a collaborative environment for aspiring game developers.

Skills

Technical:

- Proficiency in Godot and Unity game engines
- Team leadership and project management within the game development sphere
- Strong problem-solving skills and analytical mindset relevant to software engineering
- Experience Working Web Development (html, css, javascript) & Android (kotlin jetpack, flutter) technologies

Languages:

- Persian (fluent) – English (fluent) – Kurdish (fluent) – German (basic)

Social Skills:

- Communication: Strong verbal and written communication skills fostered through [Game Development Chapter Paper works].
- Collaboration: Proven ability to collaborate effectively within teams, demonstrated in [as the project manager and team leader at various Game Development Chapter works].
- Leadership: Experience in leading teams or groups, exemplified by my role as Chairman of the UOK Game Development Student Chapter.