

Iman Kazerani

Waterloo | Ontario | Canada

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SKILLS

Programming C#, Python, JavaScript, TypeScript, Rust, C++, Java, C
Technologies .Net, Unity, React, Next.js, HTML, CSS, Flask, FastAPI, SQL, MongoDB, OpenGL, Godot
Tools Docker, Git, Rider, PyCharm, IntelliJ, Visual Studio, Eclipse
Languages English and French
Interests Security, Game Development, Hardware Emulation, Artificial Intelligence, Graphics

WORK EXPERIENCE

Kuruby Interactive

Toronto, ON, Canada

Senior Software Developer

Sept. 2025 - Present

- Set up and orchestrated backend systems, deployment routines, and management platforms for the team.
- Created and worked on prototype projects and features for various game ideas.
- Integrated with multiple SDKs to provide connections to analytics and revenue streams.
- *Languages and Technologies:* Unity, C#, Python, FastAPI, TypeScript, React Router, Docker, PostgreSQL, and Git

GRAITEC

Montréal, QC, Canada

Senior Software Developer

Dec. 2024 - May 2025

- Added and maintained functionality for the Onyx product and related projects.
- Provided support for the team in both development and Agile processes.
- Created testing harnesses and automated tests to help root out and prevent bugs.
- *Languages and Technologies:* .Net, Blazor, Windows Presentation Foundation (WPF), Entity Framework (EF) Core, C#, TypeScript, MySQL, Azure DevOps Services, and Git

Game Hive Corporation

Toronto, ON, Canada

Lead Client Developer

Jan. 2021 - Dec. 2023

Mobile Game Developer

Dec. 2018 - Dec. 2020

- Designed, architected, implemented, and tested a wide variety of game features and systems.
- Managed a team of 5 developers, delegated tasks, oversaw timelines, and performed code and performance reviews.
- Created a simulator to automatically play at up to 60x speed with configuration options to assist game designers.
- Analyzed and reduced SetPass calls on multiple screens, reducing up to 90% on device in the most complex situations.
- Led the effort in creating libraries and templates to promote code sharing and improvements company-wide.
- *Languages and Technologies:* Unity, C#, Python, and Git

INTERNSHIPS / CO-OP

University of Waterloo

Waterloo, ON, Canada

Research Assistant

Jan. 2026 - Apr. 2026

- Worked with a professor to explore light concentration with mirrors using ray tracing and inverse rendering techniques.
- *Languages and Technologies:* C++, Python, Mitsuba 3, and Git

PiinPoint

Kitchener, ON, Canada

Front End Developer

Sept. 2017 - Dec. 2017

- Developed new front-end and back-end analysis and reporting features for the location analytics platform.
- *Languages and Technologies:* JavaScript, Python, React, Pyramid, PostgreSQL, MongoDB, and Git

Autodesk, Inc.

Toronto, ON, Canada

Software Developer, Cloud Applications

Jan. 2017 - Apr. 2017

- Simplified the developer environment and developed front and back-end features for the cloud management tool.
- *Languages and Technologies:* Java, JavaScript, AngularJS, Bash, Docker, and Git

PTC Inc.

Waterloo, ON, Canada

Software Developer

May 2016 - Aug. 2016

- Developed features for the frontend and back-end of the company's new agile development web application.
- *Languages and Technologies:* Java, TypeScript, Angular2, Jenkins, and Git

Agfa HealthCare Inc.

Waterloo, ON, Canada

Junior Java Software Developer

Sept. 2015 - Dec. 2015

- Worked on the server-side image metadata handling for the company's medical image viewing systems.
- *Languages and Technologies:* Java, SQL, RESTful API Development, and SVN

Blue Coat Systems (acquired by Symantec / Gen Digital)

Waterloo, ON, Canada

Cloud Security Service Developer

Jan. 2015 - Apr. 2015

- Improved the front and back-end of the customer interface to the company cloud security solution.
- *Languages and Technologies:* Java, JavaScript, MySQL, Ext JS, and Perforce

McKellar Structured Settlements Inc.

Guelph, ON, Canada

Help Desk Representative - Tier 1

Apr. 2014 - Aug. 2014

- Provided technical assistance and support for employees, creating scripts to automate repeated procedures.
- *Languages and Technologies:* Python, Bash, and DOS Batch

University of Waterloo

Waterloo, ON, Canada

Research Assistant

June 2012 - Aug. 2012

- Worked with other undergraduate students to improve upon the auto-inference graphical layout option of Alloy.
- *Languages and Technologies:* Java and Git

PROJECTS

Game Clone Series

github.com/kazeraninan/GameCloneIndex

GDScript

Apr. 2018 - Present

- Cloning a variety of popular games and genres with Godot in order to get better acquainted with game development.
- Taking games beyond copying core mechanics to replicating helpful gameplay enhancers (e.g. ghost pieces in Tetris).

Path Tracer

<https://student.cs.uwaterloo.ca/cs488/gallery-A5-2023-2024.html>

C++

August. 2025

- Creating a path tracer for the final project of a university course.
- Implemented multiple importance sampling, textured area lights, microfacet materials, bump mapping, depth of field, and motion blur.
- Achieved second place in the class rankings.

RustyChip - CHIP-8 Emulator

github.com/kazeraninan/RustyChip

Rust

Mar. 2024

- Creating a CHIP-8 emulator which can run a variety of games and other programs written for the language.
- Matching the quirks in the specification for accuracy, with optional toggles for compatibility with different ROMs.

EDUCATION

University of Waterloo

Waterloo, ON, Canada

Bachelor of Software Engineering (BSE), Honours, Co-operative Program

Sept. 2011 - June. 2018

- **Relevant Courses:** Data Structures and Data Management; Software Engineering Principles; Algorithms; User Interfaces; Operating Systems; Software Testing, QA, and Maintenance; Numerical Computation; Intro to Database Management; Software Design and Architectures; Concurrent and Parallel Programming; Computer Networks; Introduction to Artificial Intelligence; Introduction to Computer Graphics; Programming for Performance; Computer Security and Privacy; Software and Systems Security

Waterloo Collegiate Institute

Waterloo, ON, Canada

High School Diploma

Sept. 2007 - June 2011