

# Milad (Max) Rakhshbahar

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Portfolio: [miladexe.com](http://miladexe.com) | GitHub: [github.com/Milad-exe](https://github.com/Milad-exe) | LinkedIn: <https://www.linkedin.com/in/milad-rakhshbahar/>

## Career Profile

2024 Computer Science / Games technology Graduate. Applied experiences through Lecturing, tutoring, group projects, and volunteer work. Strong written and verbal communication skills with the ability to effectively communicate technical information to a wider audience. Additional strengths in simulations and front-end engineering, keen interest to continue developing back-end and front-end skills within the industry.

## Skills

### Technical Skills:

- IT Languages: C++, C, C#, Python, Javascript, Java
- IT Systems: Linux (Ubuntu), Git/GitHub, CMake, Docker, OpenGL, Godot, Unity, Unreal engine, GitHub Actions, Visual Studio, VS Code

### Communication and Teamwork:

- Lecturing/Tutoring experience with
- Persian/Farsi (Fluent)
- Software engineering experience

## Education & Training

**Bachelor of Information Technology** (Majors: Computer Science & Games Technology)

Jan 2021 – Nov 2024

**Key Courses:** Algorithms & Data Structures, AI, Game Engine Architecture, Simulations

### Additional Certificates and Courses

AWS Cloud Solutions Architect	Aug 2025
IBM Introduction to DevOps	Jun 2025
IBM Introduction to Software Engineering	Jul 2025
IBM Introduction to HTML, CSS, & JavaScript	Jul 2025
IBM Introduction to Cloud Computing	Jul 2025
IBM Getting Started with Git and GitHub	Jul 2025
IBM Developing AI Applications with Python and Flask	Jul 2025
IBM Python for Data Science, AI & Development	Jul 2025
IBM Hands-on Introduction to Linux Commands and Shell Scripting	Jul 2025

View on coursera - <https://www.coursera.org/learner/milad-rakhshbahar>

## Relevant Experiences

### Tutor / Lecturer

May 2025 – Present

Murdoch University

Key duties and responsibility

- Create and deliver technical lectures on algorithm and system architecture design
- Explain complex concepts in an easy to understand and accessible way
- Guide students through coding practices and best approaches
- Review and evaluate large volumes of code

**Game/Software developer**

Nov 2025 – Present

Cubetown

Key duties and responsibility

- Create engaging and entertaining game for rooms
- Test and play test program to ensure system working correctly
- Use version control to maintain collaborative workflows with other developers

**Game/Software developer**

Feb 2024 - June 2024

Murdoch University

Key duties and responsibility

- Maintain close communication with client and supervisor
- Work in a team to develop a mixed reality education tool for murdoch department of education
- Maintain a cycle of testing and implementation

**Other Experiences****Sales Representative**

Oct 2021 – Present

Myer

Key duties and responsibility

- Strong communication skills with customers and other sales representatives
- Strong team work skills
- Maintain a clean and tidy workspace
- Be organised and punctual

**Referees****Shri Rai**

Supervisor

Murdoch University

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