

# ARSHIA ARIANNEJAD

📞 (+98)9901941300    ✉ ariannejad14@gmail.com    🌐 arshia-ariannejad-585475195    🎧 A-Ariannejad

## Education

### Iran University of Science and Technology

*B.Sc. in Computer Engineering with a concentration on SE (CGPA, Up to now(136 Units): 3.48)*

**Dec 2023**

*Tehran, Iran*

### Seyed Al Shohada High School

*Diploma in Mathematics and Physics Discipline*

**Jun. 2018**

*Tehran, Iran*

## Relevant Coursework

- Software Engineering I & II
- Database Design & Management
- Algorithms Analysis
- Game Design & Development
- Computer Security
- Data Science
- Software Testing
- Compiler Design Principles
- Competitive Programming

## Interests

- Software Engineering
- Human Computer Interaction
- Databases
- Serious Gaming
- Game Development & Development
- Programming languages

## Experience

### Freelancing

**May 2021 – Now**

*Backend Developer & Frontend Developer*

*Remote*

- **Django:** As a freelance developer, I have successfully developed the backends for over 15 online shop websites using both "Django" and "Django-REST-framework". I have contributed to the creation of engaging and functional e-commerce platforms, ensuring seamless product browsing, secure transactions, and efficient order management. Leveraging my expertise in Django and, I have implemented robust backend solutions that handle inventory management, payment processing, and customer data securely. With a focus on delivering high-quality results, I have proven my ability to create reliable and scalable backend systems that meet the specific requirements of online shops.
- **ASP.Net:** I have extensive experience in using ASP.NET for developing websites. I am proficient in building robust and scalable web applications using the ASP.NET framework. With ASP.NET, I have created dynamic and feature-rich websites that provide efficient data management and processing capabilities. I have worked with both SQL and NoSQL databases to handle data storage and retrieval effectively. My expertise in ASP.NET allows me to deliver reliable and secure web solutions for various use cases, including online shops and media applications. I am well-versed in implementing authentication and authorization mechanisms to ensure the security of user data. With my experience in ASP.NET, I can create efficient and performant websites tailored to the specific needs of clients.
- **React:** Experience has been gained in developing responsive websites using frontend technologies such as React, HTML, CSS, Material-UI (MUI), and Bootstrap. These technologies have been utilized to create visually appealing and user-friendly interfaces for management systems, monitoring applications, media platforms, and online shops. Proficiency in these frameworks and libraries enables the development of responsive websites that adapt seamlessly to different screen sizes and devices.

### Andishe Negar Company

**Dec 2022 – Now**

*Back End Developer*

*Tehran, Iran*

- A highly efficient Network Monitoring system was designed and implemented to oversee multiple devices, significantly improving performance and providing comprehensive statistics. The integration of a smart dashboard has streamlined the monitoring process, enabling easy access to detailed information on clients. Additionally, the introduction of a ticketing system has simplified support for various issues such as bad blocks, adverse weather conditions, and out-of-coverage situations. Both internet clients and providers are promptly alerted to ensure timely action. This system has revolutionized monitoring and support, offering enhanced performance and seamless communication between parties involved.

### Turned On Digital Company

**Dec 2020 – Sep 2023**

*Game Designer & Game Developer*

*Tehran, Iran*

- The mobile game "Garden Land" was designed and developed using "Unity 3D", resulting in a visually stunning experience with captivating visuals, vibrant landscapes, and engaging characters. Overcoming challenges in graphics, C# coding, Blender animations, server integration, and Firebase implementation, the game showcases smooth game play and user interactions. With its successful launch on the Google Store platform, "Garden Land" has been downloaded over 1000 times.

- The 2D game "Tower" was designed and developed using "Unity 2D," resulting in an immersive experience with captivating visuals, vibrant environments, and engaging characters. Overcoming challenges in graphics, C# coding, "Photoshop" artwork, server integration, and alternative animation techniques, the game showcases smooth game play and seamless user interactions.

## GameHub at IUST

Dec 2020 – Sep 2023

*Game Designer & Game Developer*

*Tehran, Iran*

- As an active member of the GameHub at IUST, I have been involved in the development of "Castle," which marks my third game project. Under the supervision of Professor Behrouz Minaei Bidgoli and Assistant Professor Mehrdad Ashtiani, I have utilized the powerful Unity 3D engine to create an immersive gaming experience with captivating visuals and intricate environments. Overcoming challenges in graphics, C# coding, 3D modeling, and animations, I have aimed to ensure seamless gameplay and engaging user interactions. With multiplayer functionality and match-making capabilities implemented using the Django framework, "Castle" offers online connectivity, competition, and collaboration. This project holds significant importance to me as it marks the first game where I have taken a leading role. The goal is to deliver an exciting and visually stunning 3D adventure to players.

## Skills

---

### Computer Skills

*Programming Languages*

- **Proficient:** C++, C#, python, HTML, CSS
- **Intermediate:** C, Java, JavaScript, Assembly, VHDL

*Frameworks & Libraries*

- **Proficient:** Django, Django-REST, ASP.net, WPF
- **Intermediate:** React, React-Native, MuI, Bootstrap

*Others*

- **Proficient:** Unity, Git, SQL, MySQL, PostgreSQL, SQLite, SQLserver, Docker, Linux
- **Intermediate:** NoSQL, MongoDB, Xilinx ISE, Ngix

*Languages*

- **Proficient:** Persian, English
- **Intermediate:** Arabic (From School)

## Academic Experiences

---

- |   |   |
|---|---|
| <ul style="list-style-type: none"> <li>• Software Engineering II TA 2023</li> <li>• Software Engineering I TA 2023</li> <li>• Compiler Design Principles TA 2022 - 2023</li> <li>• Game Design &amp; Development Head TA 2022 - 2023</li> <li>• Algorithms Analysis TA 2023</li> <li>• Digital Systems Design TA 2021 - 2022</li> </ul> | <ul style="list-style-type: none"> <li>• Database Design &amp; Management 2021</li> <li>• Advanced Programming Head TA 2019 - 2021</li> <li>• Fundamental of computer programming Head TA 2019-2022</li> <li>• Computer Architect TA 2020</li> <li>• Logical Circuit TA 2019</li> </ul> |
|---|---|

## Honors

---

- |  |   |
|--|---|
| <ul style="list-style-type: none"> <li>• National Entrance Exam For Graduate Schools, Ranking among the top 0.01% of the candidates.</li> <li>• Winning an award for being the 3rd top student of the year 2019</li> </ul> | <ul style="list-style-type: none"> <li>• Winning an award for being the best team of the GameHub of IUST 2022</li> <li>• Contributed to the Computer Engineering Scientific Association 2022-now</li> </ul> |
|--|---|