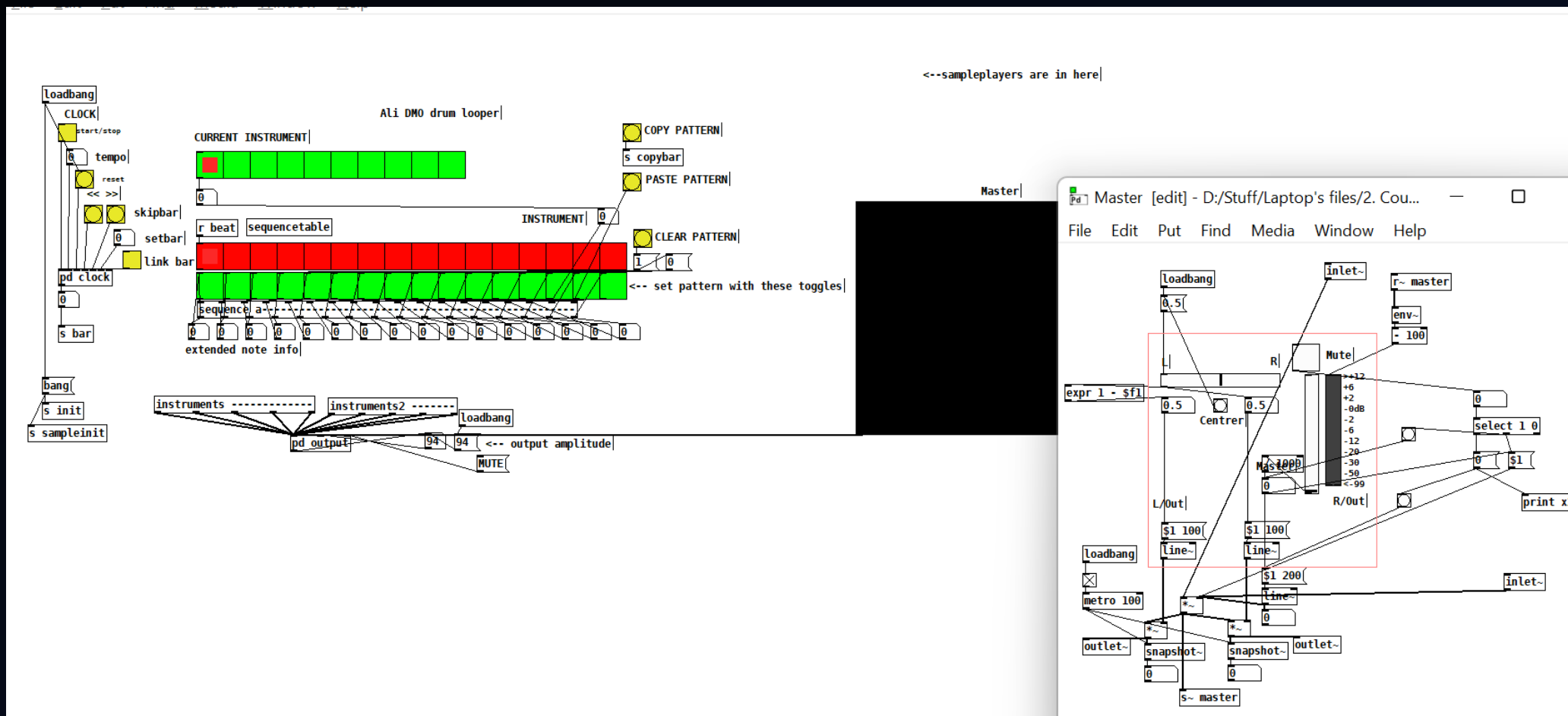# Ali Danesh Moghaddam

PORTFOLIO

// A short programming bio

I started programming when I was 15 years old. I learned it myself with google and youtube, working on a scripting project that included making patches for a botting program, called Honorbuddy, that automatized playing a video game. This love for programming has always been with me, although for the next 10 years, I pursued arts, literature and music. In Paris, I studied Orchestral conducting and composing, I obtained a bachelor's degree, in musicology & computer music, which intensified my love for the computer sciences, by using it with my passion for music. In this show case, you will find my journey since this event. Currently, I have much more projects in the making, they will be added to this flow.
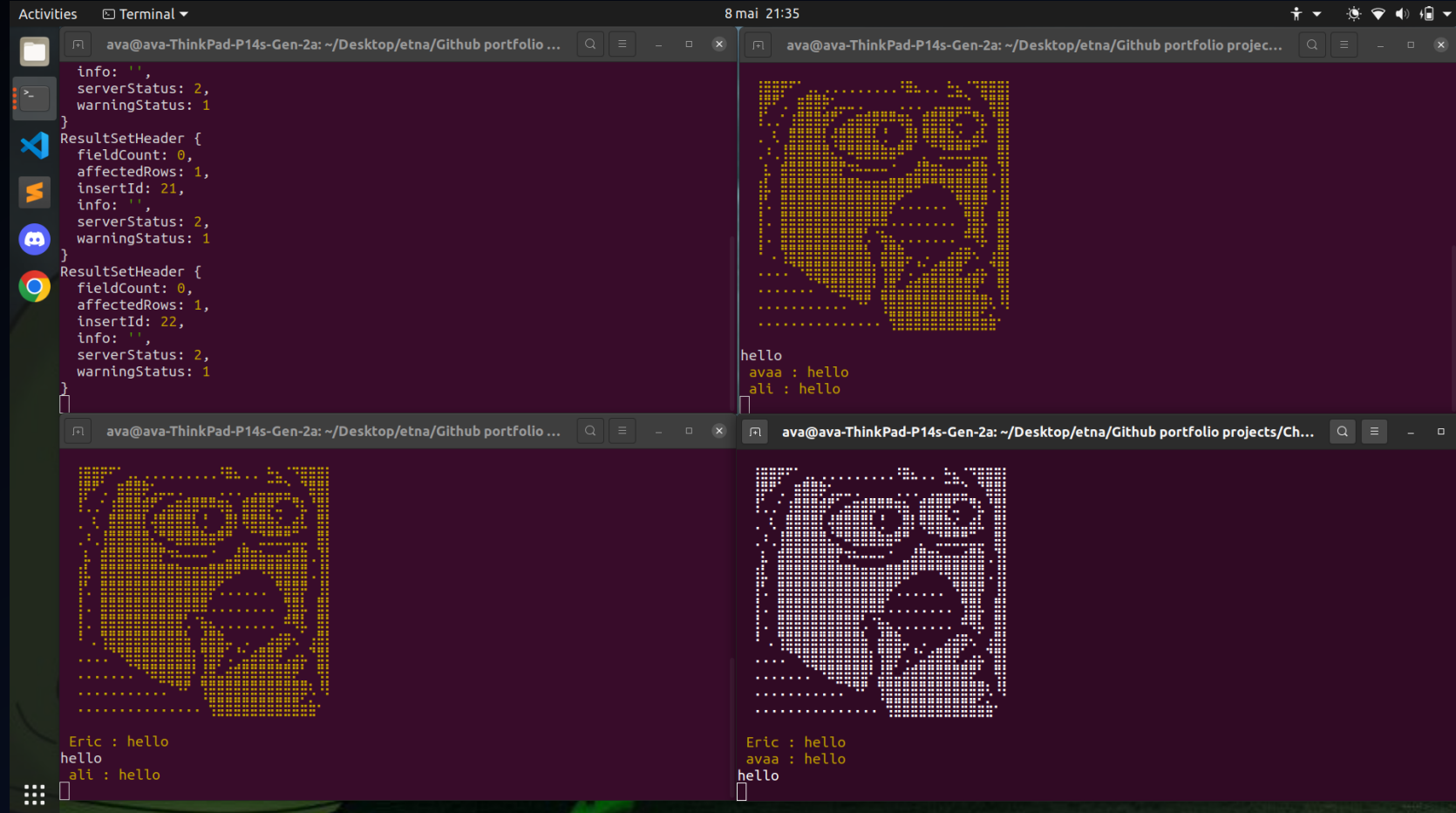
A drum machine in Puredata, with a mastering sub patch

Equalizer plugin in C++ and JUCER

A Chatting system in terminal, using TypeScript and Socket.io

The vanilla Pong game, using Pygames in Python
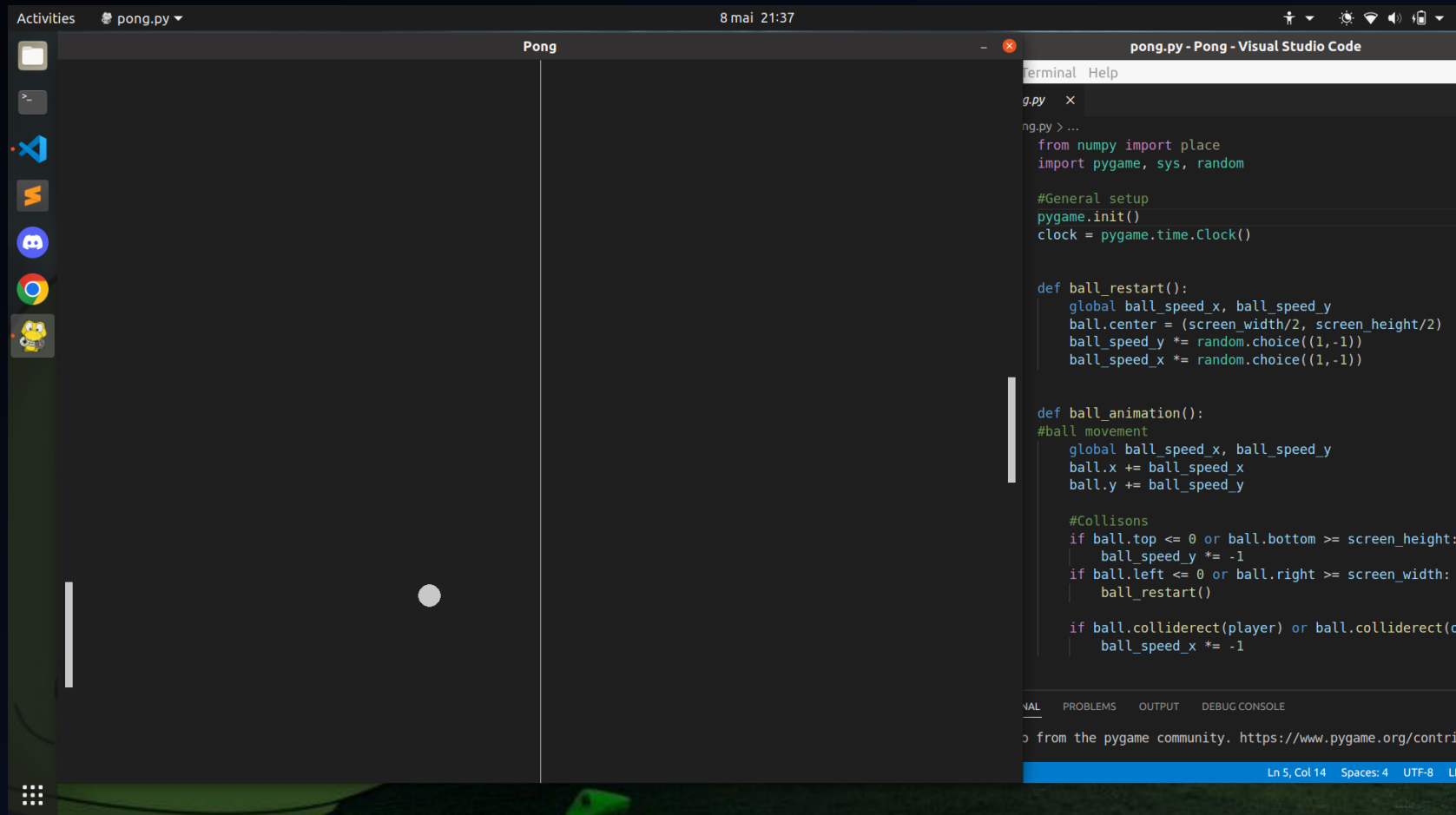
The vanilla Snake game using Pygames in Python
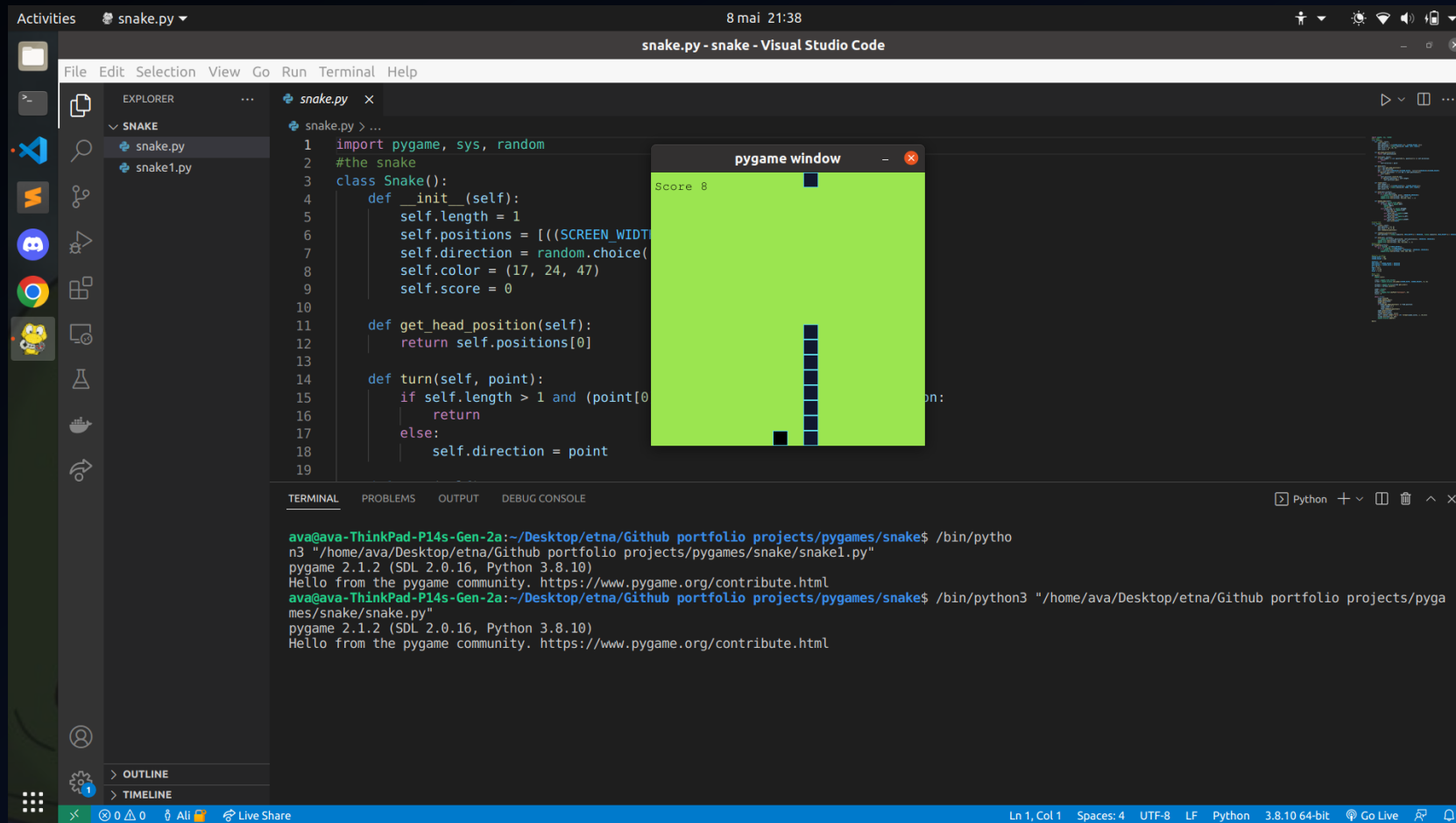
A simple product page with Vue JS with review feature