

SUMMARY

Reliable, hard-working, and self-motivated software engineer with 4+ years of professional experience developing multiplatform online applications in diverse teams. Hands-on experience of software development lifecycle from design and implementation to maintaining products with millions of users. Proven ability to learn and successfully utilize new technologies in order to meet business goals.

- **Strengths:** Software design and architecture, algorithmic analysis and design, RESTful web services, MVC, OOP, TDD, and multiplatform application design and implementation.
- **Languages:** Strong in C++ and Java. Working knowledge of Python, C#, and Rust.
- **Front-end:** React, Redux, Babel, and Webpack.
- **Back-end:** AWS, GCP, ASP.NET Web API and Node.js.
- **Published on:** Windows, Android, and iOS.

EXPERIENCE

Technology Innovation Lab, East Carolina University (September 2017 – Present)

Research Assistant

- **User Behavior Analysis:** Built a multi-node Hadoop cluster and conducted research on extracting soft-biometric information from swipe and touch data collected from a smartphone application.
- **Cryptocurrency Modeling:** Conducted research on modeling trends in cryptocurrency market based on information publicly available in the Blockchain.

Department of Computer Science, East Carolina University (September 2017 – Present)

Instructor

- **CSCI 1010:** Algorithmic problem solving
- **CSCI 2410:** Digital electronics

Medrick Studio (April 2015 – July 2017)

Technical Lead

- Lead a team of software engineers in creating new software products and maintaining several projects.
- Assisted software development teams of several international partner companies by providing documentation and maintaining constant communication.
- In charge of hiring, training, and the interview process of new software engineers for the company.

Medrick Studio (June 2013 – April 2015)

Senior Software Developer

- Joined the studio as the first software engineer in a newly formed team in order to rapidly design and develop several prototypes.
- Designed and developed the shared business logic of several multiplatform clients using C++.
- Published products on multiple markets including several online applications with more than 5 million active users.
- Designed and developed a low-latency and scalable RESTful API endpoint for applications.
- Built a web service capable of handling HTTP persistent connections from thousands of clients concurrently.

EDUCATION

M.Sc. in Software Engineering, East Carolina University, Greenville, NC, USA (Expected May 2019)

- Concentration: Machine learning and Big Data
- GPA: 4.00

B.Sc. in Software Engineering, Amirkabir University of Technology, Tehran, Iran (January 2015)

- Research Focus: Generating navigation mesh for multi-layered 3D environments.