AMIR FARD

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GitHub: https://github.com/Amir-Fard2025

Portfolio: https://enigmatic-hamlet-98802.herokuapp.com

Summary

Web Developer with background in Architecture, Digital Fabrication and BIM, building information modeling

Strong at problem-solving and deductive reasoning to give ideas for

different problems and develop them to user-friendly applications

Very interested in programming with JavaScript and Python and

enthusiastic to learn new technologies to collaborate with creative

teams

Technical Skills

Languages: Javascript, Python

Applications: Git, Express, Apollo, MongoDB, Graphql, Heroku

Projects

1. Carbon-Down

- Please ctrl+click <u>here</u> to see the contents of our project in
 GitHub
- Please ctrl+click <u>here</u> to access the **deployed** application

Short summary of project:

Carbon Down app brings a real-world-problem to user's attention: the common responsible goal to track/reduce carbon emissions. It throws light on the carbon impact of their travels with the aim to raise awareness of this important topic and help them navigate towards a more environmentally responsible life.

My Role in the Project:

Besides giving the main Idea of the project and preparing the basic flowchart of the application I was participating in developing the backend Javascript codes to handle the API and take data from Iata and Carbon interface and rendering them in cards.

Tools / languages used

- HTML
- CSS
- Bulma, Modern CSS
- JavaScript
- jQuery
- Localstorage
- Font Awesome

2. Universal-Directory

- Please ctrl+click <u>here</u> to see the contents of our project in Github
- Please ctrl+click <u>here</u> to access the deployed app on heroku

Short summary of project:

This project is a complete presentation of the usage of MVC in web development. Using the model and seed the data with sequelize, and different controllers to connect the model to view and update the changes. The views are presented with handlebars

My Role in the Project:

Contributing in developing the main Idea of the project and prepare the basic flowchart I was active in preparing the main functionality of backend and controlling the connectivity between data base and controllers, in addition I spent couple of time on using Tailwindcss for frontend design.

Tools / languages used

- HTML
- CSS
- Tailwindcss
- JavaScript
- jQuery
- Express
- Mysql2
- Sequelize
- Node
- Handlebars

3. WithU

- Please ctrl+click <u>GitHub repo</u> to see the contents of our project
 in **Github**
- Please ctrl+click this <u>Link</u> to access the deployed app in Heroku

Short summary of project:

WithU is a crowd sourced information platform aggregating resources that have been created to provide any kind of support to people affected by the invasion of Russia on Ukraine. It is meant for users who are seeking information, assistance or help as war refugees, their relatives, friends, or whoever else actively involved. Users can also create an account and actively add new useful resources to the platform. The resources are sorted into categories and can be also searched by respective tags. They can as well be ranked by other users.

My Role in the Project:

Demonstrating my beliefs against the imposed war on Ukraine, I started to share this idea with other colleagues and developing the main Idea of this Application, on the other hand I was participating actively to develop the whole backend functionality and solve some frontend features like the functionality of the Navbar.

Tools / languages used

The following technologies and frameworks were used while working on this project:

- HTML, CSS (Material UI Framework)
- React, JavaScript
- npm package manager
- Express.js
- Node.js
- MongoDB and Mongoose ODM
- GraphQL
- apollo-server-express
- Heroku
- bcrypt package
- dotenv package
- Insomnia API Design Platform
- eslint, nodemon (dev dependencies)
- authentication (JWT)

Experience

Technical Assistant for Digital Fabrication and Visual Programming 2016-2017

University of applied Sciences OWL Detmold, Nordrhein Westfallen

Architect, BIM Coordinator
BKS & Partner Architects

2017- 2022

Munich, Bavaria

I started to focus on the role of computer sciences in Architectural design and manufacturing since I finished my Bachelor Studies, and continued to follow this field assisting the computational design department of OWL University. There I practiced the visual programming in Grasshopper and scripting in Rhino-Python, after that I started to work on real projects with BKS & Partner Architects in Munich to practice BIM, Building Information Modeling, to practice data

management for real projects. Later on I transferred these experiences and Knowledge to web development and pure programming with Javascript. I was benefited from the principals of problem solving and logic of algorithmic design which I practiced during my previous professional experiences.

Key Accomplishments:

- BIM Coordinator and Team Leader Of Executive Planning for PKG,
 Paul Klee Gymnasium, Based on BIM Method and data Management
 systems, 2017-2022.
- First prise of the Architectural Competition Paul Klee Gymnasium Gersthofen, Bavaria, Germany with BKS & Partner Architects
 Munich, 2017.
- Best graduated student of "Computational Design and Construction"
 Detmolder Schule für Architektur und Innenarchitektur, Nordrhein-Westfallen Germany, 2017.
- Goldbeck Scholership, Nordrhein-Westfallen Germany, 2016-Jan.2017.
- Winning Project for Art Exposition, based on Parametric Design methods in Jinzhou Province China, 2013.
- Graduated from the Department of Architecture and Urbanism of Shahid Beheshti Universitz Tehran-Iran; AWARDED WITH Summa Cum Laude degree, 2011.

EDUCATION

Boot Camp Certificate: ESMT, Berlin, Germany, 2022. A 24-week intensive programme focused on gaining technical programming skills in HTML5, CSS3, Javascript, JQuery, Bootstrap, Firebase, Node.js, MySQL, MongoDB, Express, Handelbars.js, and ReactJS.

- Master of Engineering, Computational design and Construction,
 Detmold, Nordrhein-Westfalen, Germany, 2017. 1 and half year
 intensive professional master course focused on computational
 based design and construction methods, learning visual
 programming, Data Management, Simulation, Digital Fabrication and
 Building Information Modeling, BIM
- Master of Science, Landscape Architecture, National University (Shahid Beheshti University), Tehran, Iran, 2011. 3 years full time master Programme focused on the environmental aspects of architectural design, and landscape Urbanism, learning the computer based data analysis methods for Geographic Information Systems, GIS
- Bachelor of Science, Architectural Engineering, Yazd University, Yazd, Iran 2006.