Arash Shafei

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EDUCATION

Bachelor of Computer Science - Computer Science   January 2020 - May 2023
Concordia University, Montreal, QC
- Cumulative GPA: 3.4
- Recipient of Quebec Excellence Scholarships for Engineering

Diploma of Collegial Studies - Pure & Applied Science   September 2016 - December 2019
Vanier College, Montreal, QC

TECHNICAL SKILLS

Languages: Javascript, Python, Java, C/C++, PHP, HTML, CSS
Frameworks React, Django, PySpark, Scikit-Learn, PyTest, Tailwind, Node.js, Express.js, Next.js
Database Systems: Postgresql, MongoDB
Developer Tools: Git, GitHub, VS Code, Visual Studio

PROJECTS

SoleSteal
Django, React, Django Rest Framework, Postgresql
- Developed eCommerce site using **Django REST framework** for backend operations and **React** for frontend interface
- Implemented features like shopping cart, product ratings, and reviews, leveraging Django's capabilities
- Utilized **React-Bootstrap** for UI components and **Redux** for state management in frontend development
- Integrated **JWT authentication** and **PayPal API** for secure transactions and user authentication
- Employed **PostgreSQL** for database management and utilized **AWS S3 buckets** for efficient data storage and retrieval

CoursePicker.AI
PySpark, Scikit-Learn, Jupyter Notebook
- Developed a course recommendation system utilizing **Content-Based** and **Collaborative Filtering**
- Integrated real-time course data from **Concordia's Open Data API** and CSV files, featuring course codes, titles, requisites, and descriptions
- Applied **DBpedia Spotlight** for automated keyword extraction and **scikit-learn** for preprocessing, using **term frequency-inverse document frequency (TF-IDF)** to enhance keyword relevance in course descriptions
- Employed **precision**, **recall**, and **F1-score** for evaluating the content-based model, and **root mean squared error (RMSE)** for the collaborative filtering model
- Leveraged the Resource Description Framework (RDF) for data representation

Risk Game
C++
- The "Warzone" inspired video game project is a command-line application written in **C++**, designed to provide players with a strategic gaming experience
- The game engine, which is the backbone of the application, is designed to handle a range of gameplay scenarios based on the player's current stage of the game and the specific phase they are in
- The command processor module provides a reliable interface for receiving and processing player commands, while the game engine module is responsible for validating and executing the orders received from players
- Project developed for Undergrad course COMP 345 (Advanced Program Design with C++)

BitTracker
React, Node.js
- Developed a cryptoasset price-tracking web application using **React** for the frontend and **Node.js** for the backend
- Integrated **CoinGecko's API** using **Axios** to retrieve real-time cryptocurrency metrics and prices