ASLAN TAHERI

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I am a software engineer with a background in computational design and structural engineering. Turning code into vibrant life excites me and my engineering and design education gives me the insight to develop user-centric applications and write code that scales up.

Education

Yale University 2019
- Master of Architecture with a focus on computational design

Iran University of Science & Technology 2013
- **Minor:** Computer Science **Major:** Structural Engineering
- **CS Coursework:** Algorithms & Data Structures, Computer Programming (Fortran, Pascal), Engineering Probability and Statistics, Numerical Methods, Finite Element Method Analysis

Technologies and Languages

- Languages: Python, JavaScript/TypeScript, SQL, LISP, HTML / CSS
- Technologies: Microsoft Azure, AWS, Digital Ocean, Postgres, Git, Jest, Cypress
- Frameworks: React.js, Node.js, Express, Zustand, Redux, Material UI, Tailwind CSS
- Other: Object Oriented Programming, Functional Programming, Agile Development, TDD, CI/CD, REST, GraphQL

Work Experience

Software Engineer Oct 2023 - Present
Visabun (A platform that automates US visa application preparation) **New York, NY**

- Developing a web app for US visa applicants to navigate complex immigration legal forms.
- Developed a Node application to automate the processing of legal PDF forms.
- Implemented the backend API with Express and PostgreSQL for user registrations and handling JWT tokens.
- Currently developing the frontend with React, Zustand, and Material UI.

Software Engineer Intern Aug 2023 – Oct 2023
The Collab Lab (the-collab-lab.codes) **New York, NY (Remote)**

- Developed a full-stack React web app that predicts user shopping behaviors – Live Demo | GitHub
- Released new features and bug fixes to production-level codebase, through pair programming, writing pull requests, submitting code reviews, and presenting weekly code demos.
- Acted as a project manager in an Agile team of 4 by coordinating pair programming sessions, ensuring efficient collaboration in a remote environment, and meeting project deadlines consistently.
- Wrote A11y semantic code to improve accessibility, especially for users of screen readers.

Computational Design Architect 2020 - 2022
Snohetta **New York, NY**

- Documented and integrated computational design tools into projects' pipeline and delivery process to streamline code compliance for design teams to identify non-complying design components, reducing human errors up to 80% and expediting permit issuance.
- Developed tools for building performance analysis to produce reports that communicated findings to internal and external stakeholders.

Computational Design Architect 2019 - 2020
Bjarke Ingels Group **New York, NY**

- Developed algorithms and computational design workflows that enabled the design team to reach optimized architectural solutions through iteration which reduced the design ideation phase time by 15%.

Instructor & Digital Media Fellow 2016-2019
Yale University (Graduate Researcher at CCAM) **New Haven, CT**

- Utilized Python and Grasshopper (a visual programming language) to develop an immersive user interface for presenting 3D architectural models with VR as an educational tool.
- Instructed workshops for students to build and implement interactive interfaces in their design projects to synchronously modify and improve their architectural solutions.