

Barbod Habibi

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SKILLS

- **Languages:** Java, C#, Python, SQL, JavaScript, HTML, CSS, C
- **Frameworks:** Spring Boot, Spring MVC, JUnit, Mockito, Selenium, Flask, ASP.NET Core, Unity
- **Tools:** Git, Postman, Jenkins, Android Studio, Firebase, Docker, Jira, Google Cloud Platform

WORK EXPERIENCE

Back-end Developer | Ministry of Children, Community and Social Services May 2024 – Aug 2024

- Implemented business logic and developed services for patient record searching and creation using **Java**, **Spring Boot**, and **Oracle Database** for a **RESTful API**, serving **20+** public health agencies
- Developed a reporting service, enabling users to view and track the creation and modification of patient records for any given day
- Containerized Angular front-end and Spring Boot back-end with **Docker** and collaborated with 3 developers to create **Jenkins CI/CD pipelines**, resulting in a **30%** reduction in deployment time

QA Automation Developer | Ministry of Children, Community and Social Services Sep 2023 – Apr 2024

- Developed a test automation codebase using **Java** and **Selenium**, achieving **max coverage** of the regression suite and reducing average regression testing time by **3 business days**
- Implemented a data access layer using **JDBC** and **T-SQL** stored procedures for dynamic test data retrieval, achieving a **90%** reduction in test data preparation time
- Utilized **ApachePOI** to automate the creation of Excel reports for documenting test results and reporting bugs

Research Assistant for Software Development | York University May 2024 – Aug 2024

- Developed a **Java-based simulator** for evaluating blockchain consensus protocols, focusing on simulating an abstracted Bitcoin network and proof-of-work protocol
- Refactored projects and integrated **Maven** build, set up mocking dependencies (**Mockito** and **PowerMock**) to streamline unit testing, and leveraged **Lombok** to minimize boilerplate code

Research Assistant for Software Development | York University May 2023 – Aug 2023

- Developed a simulator for infectious disease modeling using **Python**, **NetworkX**, **NumPy**, and **matplotlib**
- Scraped and cleaned data from **3 million** forum messages with **BeautifulSoup** and **pandas** for topic modeling

EDUCATION

Computer Science, Honours B.Sc. | York University 2021 – Present

- **GPA:** 8.33/9.00

PROJECTS

[Real-time Multiplayer Game](#) | *Java, Android Studio, Spring Boot, Firebase, STOMP, Mockito, JUnit*

- Created and published a sequence memory game on **Google Play** using **Java** and **Android Studio**
- Developed and deployed an **API** on **Google Cloud Platform** using **Java**, **Spring Boot**, **Firebase**, and **WebSockets** enabling two-way client-server communication for **real-time** gaming and matchmaking

[Maze Solver](#) | *JavaScript, Jest, Node.js, MutationObserver, D3.js, HTML, CSS*

- Utilized **JavaScript** for implementing **graph search algorithms** (BFS, DFS, backtracking), **Node.js** for creating a **static web server**, and **asynchronous programming** for sequential maze animations

[Endless Runner 2D Platformer](#) | *C#, Unity, WebGL*

- Developed and published an endless runner game on **itch.io** using **C#** and **Unity**, featuring procedural generation, Unity's **physics** engine and **animation** system for seamless player mechanics, and **parallax** scrolling