POURIA GHADIMI

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Location: Seattle, WA

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Profile:

- Graduate of University of Washington, BS degree in Computer Science and Software Engineering
- Consistently commended for programming abilities, debugging, problem solving, strong communication.
- Self-motivated, fast learner, team player and multitasker; strive to consistently exceed expectations.

Technical Skills:

Experienced: C/C++, C#, Javascript, nodeJS, OOP
Intermediate: Java, golang, Python, vueJS, Unity, Azure, AWS, HTML/CSS, SQL/NoSQL, GIT, RESTful Api

Work Experience:

Full-stack developer, University of Washington Bothell
Oct 2017 – Present
UWB Humpback Whale Social Call Website

- Led a developer team designing and developing a database website for an oceanography research
- Utilized VueJS, NodeJS, REST API, Google Maps API, MongoDB, Azure.
- Received a AI for Earth grant from Microsoft.

HWSS Website link: https://hwss.azurewebsites.net

Researcher, University of Washington Bothell
Sep 2016 – Jun 2017
UWB Robot-Research

- Developed a software to connect an underwater robot to a Microsoft HoloLens.
- Let users to control the machine by Augmented Reality technology.
- Implemented using C#, Unity framework and Arduino technology.

Student Ambassador, Seattle Central College
Sep 2014 – Sep 2016
Tournaments and Games (TAG) & Infocentral

- Member of Seattle Central's student leadership.
- TAG's marketing team manager and Infocentral ambassador
- Designed and managed website and social media.
- Mentored new students and recruited new ambassadors at Infocentral.

Education:

B.S. in Computer Science and Software Engineering, University of Washington June 2018

- GPA 3.3/4
- Annual Dean's List

Personal and Course Projects:

Artifice – Lead – Augmented Reality board game
August 2018 – Present

- Designed and tested game's mechanics
- Implemented game's app utilizing Unity Engine and C#
- Used Vuforia library to implement augmented reality side of the game

UWB DSLab benchmark project – Capstone Project
Mar 2018 – Jun 2018

- Designed and developed seven benchmarks in an Agent Based Modeling framework
- Read and ported existing benchmarks from MASS library to FLAME library
- Utilized FLAME, Mpi, MASS, Xparser, mboard, C and XML; Hands on parallel and distributed computing platform.

Smart Weather Doorbell – Personal
Sep 2017 – Dec 2017

- Designed both software and hardware for a smart doorbell using Arduino chipset board.
- Implemented Slave, Master side of the project in C language and the terminal using HTML, JQuery and CSS