

Pourya Dehghan

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I'm a Full Stack Developer with a background in petrochemical engineering education and design. My favorite part of coding is designing a mobile application or web application, and I have a keen eye for UI/UX design. The most exciting moment for me is debugging and squashing bugs, especially when I can use my mathematic and algorithms background that I learned in university. My previous work in design and photography industry helps me figure out where things belong online I want to make beautiful user experiences so that anyone can enjoy the web. I'm eager to make the leap into full stack and continue refining my skills with the right company and team.

EXPERIENCE

Front-end Developer Sep 2021 - Present

Make It MVP, Remote

Collaborating with a cross-functional and agile team of UX designers, developers, and data scientist.

Design implementation of React Native pages and components based off of Figma layouts.

General Assembly May 2021 - Aug 2021

Software Engineering

Learning programming and computer science fundamentals, and creating full stack applications.

Feature Projects:

Denj- This is a full stack mobile application that I created with React Native, Django, PostgreSQL. This application is about cozy places that users have been and they want to share with other people.

Agora-This is the full stack application that we created as a group and collaborate in the writing of frontend with React, and backend with MongoDB, and using PostgreSQL for our database . This is an online application for discussions on a forum based on topics and descriptions. Each forum has their own and is fully functional.

Dota 2 Heroes-My App is called Dota 2 Heroes. It's an app that shows the all Dota 2 Heroes and if you click on hero it gives you the detail and attributes of that hero. I made the frontend with react and third party API and it has the responsive UX design.

Dota 2_Simon- This is a Simon game which I created with JavaScript, HTML, CSS and players

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must repeat random sequences of by clicking the buttons in correct order. The differences between this game and the other Simon games are that I used the Dota 2 character's images and sounds to make it more interesting and it has the responsive design, and at the end I deployed on AWS.

Photo Editor & Designer Jun 2014 - Jan 2017

Yerce Kosk, Turkey

Photography company specializing in wedding photos and albums.

Designed and created wedding albums for customers.

EDUCATION

Software Engineering May 2021 - Aug 2021
General Assembly

Bachelor of Science in Petrochemical Engineering Oct 2008 - Apr 2013
Marvdasht Azad University, Iran

SKILLS

Javascript, React, Python, NodeJs, React Native, HTML5, CSS, Typescript, PostgreSQL, MongoDB, Git, Docker, Photoshop, Lightroom, Django, Express, Material-UI, Bootstrap