

# MOHAMMAD PASHA KHOSHKEBARI

## Full-Stack Web Developer

<https://www.pasha-khoshkebari.com/> • <https://www.linkedin.com/in/mohammad-pasha-khoshkebari/>  
<https://github.com/HOPE028> • (431) 337-8335 • [pasha.khoshkeba@gmail.com](mailto:pasha.khoshkeba@gmail.com)

## SUMMARY

---

As a highly skilled full-stack developer with a passion for leadership and problem-solving, I am dedicated to utilizing my technical abilities to drive positive change and make a difference in my community. With a strong background in programming and a strong desire to learn and grow, I am constantly seeking new challenges and opportunities to improve my skills and contribute to the success of my team.

## WORK HISTORY

---

### Manage: Team Management

#### Summary:

- Developed Manage, a web app that streamlines team hour tracking and communication
- Features include hour tracking, social media connectivity, and advanced member data security controls
- Enhances team efficiency and productivity through its comprehensive and user-friendly features

**Code:** <https://github.com/HOPE028/Manage2>

**Stack:** React.ts, TypeScript, Node.js, Express.js, JavaScript, HTML5, CSS3, Firebase Authentication, Firestore Cloud, React Router

### Oak Lawn Child Care Waitlist

#### Summary:

- Developed a responsive and visually appealing childcare website with a feature-rich waitlist application using firebase authentication
- Implemented user registration for parents, allowing them to easily add their children to the waitlist and view/edit their information
- Enhanced user experience by providing parents with access to their child's waitlist order and center information through their personal account
- Supported 100 parents daily, providing services for over 150 children.

**Code:** <https://github.com/HOPE028/waitlist>

**Stack:** React.js, JavaScript, HTML5, CSS3, Firebase Authentication, Firestore Cloud, React Router

## PERSONAL PROJECTS

---

### Othello and AI

#### Summary:

- Developed a Java-based version of the Japanese game Othello (Reversi) with a minimax-powered AI opponent.
- Implemented alpha-beta pruning and a custom point system to optimize the performance of the AI.
- Created an interactive console-based interface that allows players to challenge the highly skilled AI opponent.
- Results: The algorithm effortlessly defeated a more naive minimax algorithm that looked 11+ moves ahead, despite only looking 8 moves ahead and computing 10 times faster itself.

**Code:** <https://github.com/HOPE028/Othello-AI-in-Java>

**Stack:** Java

### Visual Sorting App

#### Summary:

- Created an interactive and visually engaging tool that effectively demonstrates the inner workings of various sorting algorithms.
- Developed and integrated 6 different sorting algorithms, providing a comprehensive and easy-to-understand visualization of each one.
- Incorporated the ability for users to adjust sorting speed and list size, providing a unique and customizable learning experience.

**Code:** <https://github.com/HOPE028/Visual-Sorting-App>

**Stack:** React.js, JavaScript, HTML5, CSS3

## TECHNICAL SKILLS

---

**Technologies:** TypeScript, JavaScript, Java, C/C++, C#, HTML5, CSS3, GraphQL, Python

**Frameworks/Libraries:** React.js, Node.js, Express.js, Bootstrap, React Router, Firebase, Scikit Learn, Cors, DotEnv

**Tools:** GIT, Adobe Photoshop, Microsoft 365, GitHub. **Database:** Firestore Cloud, MongoDB