


# Mohammad (Pasha) Khoshkebari

*As a full-stack web developer with a passion for leadership, I am committed to utilizing my skills and knowledge to drive positive change. My strong background in programming, coupled with my love for problem-solving, allows me to continuously search for ways to make a difference in my community.*

GitHub 

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## EXPERIENCE

### Contract Web Developer

September, 2020  
Present

#### 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.js, TypeScript, Node.js, Express.js, JavaScript, HTML5, CSS3, Firebase, 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

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

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

## EDUCATION

### School

Institut Collégial Vincent Massey Collegiate

### Awards

Canadian Computing Contest (22nd in Canada)  
Science Fair (Gold in Manitoba, Attended CWSF)

## 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

### Tools

GIT, Adobe Photoshop, Microsoft 365

### Database

Firestore Cloud, MongoDB

## PERSONAL PROJECTS

### Othello and AI

##### Summary:

- Created a Java version of the Japanese game Othello (Reversi) with a minimax-powered AI opponent
- Utilized alpha-beta pruning and a custom point system to ensure the AI makes optimal moves
- Player can interact with the console to challenge the highly skilled AI opponent

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

**Stack:** Java

### Visual Sorting App

##### Summary:

- Developed an interactive tool to visually demonstrate various sorting algorithms
- Implemented 6 different sorting algorithms, providing a comprehensive visualization of each one

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

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

[And Much More On Personal Website!](#)