

Hessamoddin Sharifpour

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SKILLS

Technical

- Experience with **JAVA** (2 years), **C/C++** (2 years), **C#** (1 year), **Python** (1 year) and Object oriented design & implementation
- Familiar with Linux/Unix Shell Programming, Multi-Threading, Debugging, Unit Testing, Socket programming, Functional Programming (Scheme, Haskell), SQL, Angular 7, Typescript, PHP, JavaScript, CSS, HTML, XML, XAML, Assembly, Bootstrap, SVN, Git, Visual Studio, Android Development, Android Studio, Eclipse, ASP.Net, SQL Server Management, MySQL Workbench, Verilog and Photoshop
- Worked with game engines like **Construct 2** (5 years) and **Unity** (6 months)

Interpersonal

- Excellent leadership and communication skills, obtained by leading multiple group projects
- Strong ability to work independently and in teams, gained through personal and work projects

WORK EXPERIENCE

SCI Marketview

May 2019 - August 2019

Software Developer Co-op

- Wrote multiple Micro APIs as well as automated tests (using SpecFlow) for the SCI's main product
- Developed a Web app using Angular 7 and ASP.net that communicated with SCI's main product for internal teams for testing purposes.
- Worked on part of UI development for the SCI's mobile app using Xamarin.
- **Required Skills:** C#, ASP.Net, SQL, Visual Studio, Xamarin, XAML, SSMS, Angular 7 and Typescript

University of Toronto

January 2019 - April 2019

Teaching Assistant (Operating Systems CSCC69/CSC369)

- Taught one lab every week, covering materials related to the programming side of the lectures
- Marked assignments and exams as well as held one office hour every week

RL Solutions/RL Datix

September 2018 - December 2018

Software Developer Co-op

- Debugged and analyzed code to identify and fix critical bugs, reported by clients and internal teams, under time constraints
- Developed new features and components for RL's main product
- Documented found bugs, steps to reproduce and how to fix in Redmine for the Product Management
- Attended two meetings every week with Technical Support and Business Analyst teams to diagnose issues and troubleshoot RL's products and services
- **Required Skills:** C#, ASP.Net, SQL, Visual Studio Debugging Tools, SQL Server Management Studio, JavaScript and CSS

EDUCATION

University of Toronto Scarborough, Toronto ON

September 2016 – Present

- Computer Science Co-op, Specializing in Software Engineering, 4th year student
- **Relevant Courses:** Engineering Large Software Systems, Software Design, Design and Analysis of Data Structures, Software Tools and Systems Programming, Operating Systems, Artificial Intelligence, Database Systems Technology and Intro to Databases and Web apps
- University of Toronto Scholar (\$1000)
- Anticipated Graduate Date: August 2020

PERSONAL PROJECTS

Reddit Bot

February 2018

- Developed a program using **Python** and **Praw** library (**Reddit-API**) that is constantly looking for new comments with a specified user-flair. Used in a subreddit with more than 100k users

Lone Light

April 2016 - Present

- A puzzle adventure game developed with **Construct 2** for Windows, Xbox One, Mac and Linux
- Showcased on GDC 2017 by Devolver Digital
- Approved to be published on Steam by the Steam Community. (Ranked 95 over 2235 Games)
- Two articles about the game from [Kill Screen](#) and [Laura Hudson](#) and a preview by [Famitsu](#)

Gerdi

August 2015 – September 2015

- A small arcade game developed with **Construct 2** for Android and Windows 10 (UWP)
- Downloaded more than 6000 times on Google Play and Windows Store combined
- More than 3000 players have submitted their scores on the game's leaderboard

SCHOOL PROJECTS

University Document Search Website

May 2018 – August 2018

- Skills: **JAVA, Servlet, JSP, Apache Cassandra, Maven, Git**
- Group Project (5 members), **Agile Development**, Git and Bitbucket for version control, Jira
- APIs: Apache Lucene, crawler4j, Google Identity Platform
- Developed a document search website for our university. Used Apache Lucene to index and search for documents. Users had the ability to upload documents to university's database for other users to search and use. Users also had the ability to crawl a website. The crawler would upload all the documents found in the given website to the database. Used Google Identity Platform to log in users so they can manage the files they uploaded and comment under files uploaded by others.

Online Store Android Application

October 2017 – December 2017

- Skills: **JAVA, XML, SVN**
- **Scrum Master** of the group. **Group Project** (4 members), **Agile Development**, SVN for version control
- Developed a fully functional Online Store Android app using **JAVA** and **Android Studio** that would connect to a SQL server. Users had different abilities based on their type (Admin, Employee or Customer), users had the ability to buy items, save their shopping cart, promote Employees to Admin, add new users, add new items and restock items.