Hirbod Hosseini

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Summary of Qualifications

- Accomplished Computer Science student with a proven track record in programming and technical leadership.
- Demonstrated leadership and teamwork by initiating and leading complex projects, effectively managing teams, and ensuring careful precision.
- Committed to enhancing team performance and project outcomes through effective collaboration and detailed attention.
- Proficient in Java, Python, C++, and SQL, with hands-on experience in developing user-friendly software.
- Proven ability to work effectively in teams, clearly articulate complex concepts, and contribute to successful project completion.

Technical Skills

Programming Languages: Java, Python, C/C++, JavaScript, SQL, HTML, SCSS/CSS, PHP, R.
Frameworks and Libraries: React, Node.js, Qt.
Developer Tools: Jira, Confluence, Git/BitBucket, Unix/Linux, Postman, Visual Studio, MySQL, LaTeX.

Education

Major in Computer Science — London, Ontario
University of Western Ontario — *2021 - 2025*

* Engaged member of Western Developer's Society (WDS) and Google Developer Student Club, participating in tech workshops, hackathons, and collaborative projects.

Projects

Personal Website | *ReactJS, Node.js & SCSS* — July 2024

* Implemented responsive design techniques to ensure optimal user experience across various devices and screen sizes.
* Deployed on a custom domain using Github and Netlify, ensuring seamless rebuilding with latest commits.

To-Do List Chrome Extension | *JavaScript, HTML5 & CSS* — July 2024

* Utilized local storage for persistent data retention, allowing users to save tasks and notes.
* Added customizable themes to cater to user preferences and improve accessibility.

Automatic Instagram Unfollower | *Python* — June 2024

* Coded an automated Python script to manage Instagram connections by identifying and unfollowing non-reciprocal followers, utilizes libraries such as ensta and ffmpeg.
* Included error handling and logging features to track script performance and issues.

TA Management System | *SQL* — February 2024

* Built a relational database using MySQL and deployed on a virtual machine.
* Developed complex SQL queries to generate detailed reports on TA assignments, availability, and workload distribution.

Minesweeper Game | *C++* — January 2024

* Developed a Minesweeper game clone using C++ and the Qt framework, focusing on object-oriented design and event-driven programming.
* Applied design patterns such as MVC (Model-View-Controller) to separate game logic from UI components, promoting maintainability.

Tweet Sentiment Analysis | *Python* — December 2021

* Built a sentiment analysis tool in Python to evaluate the sentiment of over 4,000 tweets.