



Ashkan Zahabiun

ashz.org | contact@ashz.org | <https://www.linkedin.com/in/ashkan-zahabiun/>

EDUCATION

M. Eng in Computer Science (Masters)

North Carolina State University, Charlotte, NC

Bachelor of Science in Computer Science

Minor: Computer Engineering

GPA: 3.84 / 4.0

University of North Carolina at Charlotte, Charlotte, NC

SKILLS

- Languages & Tools: Java, C++, Python, TypeScript, JavaScript, PHP, Lua, C, C# (.NET)
- Embedded Systems: UART, ADC, GPIO, PWM, MSP430, Serial Communication, Circuit Debugging
- Frameworks: React, Node.js, .NET, REST API Development
- Software: Microsoft Word, Excel, PowerPoint (proficient)
- Languages: English and Farsi (bilingual proficiency)

EXPERIENCE

Software Engineer, *Mountain Interactive LLC*, Los Angeles, California October 2020 - May 2025

- Collaborated with a cross-functional team to design and develop immersive experiences
- Implemented new technologies to improve the mechanics and user experience.
- Contributed to a project with over 2 million visits and a community of 180k+ members.

Full - Stack Developer, *SaulTech* January - May 2024

- Worked on a startup project developing C# applications using the .NET framework.
- Contributed to both front-end and back-end development, focusing on performance optimization and code scalability.
- The startup was dissolved, but the experience strengthened skills in full-stack development and project management.

Intern, *Mountain Interactive LLC*, Texas, Austin June - 2022

- Scripted and tested new interactive technologies for a startup demo project.
- Worked closely with senior developers who introduced me to DevOps and network operations, gaining hands-on experience with deployment and infrastructure tasks.
- Enhanced technical skills in TypeScript, JavaScript, PHP, and Lua through real-world development work.

Cashier, *Harris Teeter*, Charlotte, NC May - December - 2022

- Worked at Harris Teeter as a cashier.
- Allowed me to further expand essential speaking tactics.
- Improved time management and multitasking abilities in a fast-paced retail environment.



PROJECTS

MSP430 Embedded Labs (UART & ADC Systems), UNCC

Summer 2024

- Implemented UART serial communication and ADC reading to send live analog sensor data.
- Built an interactive firing controller transmitting 8-bit sensor values over serial.
- Created a tripwire alarm using ultrasonic sensors, PWM, and GPIO-based state control.
- Designed a Cyclone LED game and button-based LED control with debounce logic.

Programed, MountWare

January - May 2024

- Developed backend infrastructure for MountWareTeam, focusing on scalable server-side JavaScript architecture.
- Optimized API calls and database interactions, ensuring efficient data handling.

Programed, SaulTech

July - December 2023

- Full-stack development project, working extensively with C# and .NET framework.
- Focused on building web applications and backend services, optimizing performance, and ensuring scalable architecture.
- Managed source control and collaboration using GitHub, integrating industry best practices in version control and code reviews.

Programed, iPhone Project

August 2024 - Present

- Developed a virtual iPhone, using Luau for scripting and game mechanics.
- Created a detailed user interface and seamless interaction system.

Programed, SimpleAdmin

April 2023

- Created a bot and dashboard system for managing server operations and user engagement.
- Uses longpolling and various communication measures with ORAN to keep communication.

Manager, Innovation Project, UNC Charlotte

October 2022

- Managed group of 4, and delegating their task, along with keeping project timeline.
- Cargo Design was very minimal, creation of an axel system allowing the car to move without any friction.

Manager, Beam Creation, UNC Charlotte, ENGR

November 2022

- Virtual Creation of I – Beam, H – Beam, and Hollow – Box Beam on Online Modeling Program.
- Calculated the dimensions, and safety factors for it to pass the pressure tests.

Programed, Scuffl Card Game

November 2021

- Developed a card game using Unreal Engine 4, focusing on gameplay through blueprints.
- Integrated various gameplay mechanics and AI-driven opponents.

AWARDS/HONORS

- Minor in Computer Engineering (Spring 2025)
- Dean's & Chancellor's List for multiple semesters
- 8+ years of experience in piano performance, including local recitals and community events