



Ashkan Zahabiun

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EDUCATION

Bachelor of Science in Computer Science

Minor: Computer Engineering

GPA: 3.78 / 4.0

University of North Carolina at Charlotte, Charlotte, NC

SKILLS

- Microsoft Office: Word, Excel, PowerPoint (proficient)
- Java, C++, Python, Typescript, Javascript, PHP, & LUA (proficient)
- Farsi and English (proficient)

EXPERIENCE

Software Engineer, *Mountain Interactive LLC*, Texas, Austin December 2023 - Present

- 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.

Founder & Developer, *MountWare* July - December 2023

- Developed backend solutions using JavaScript for a small startup focused on server-side architecture.
- Led a small team, creating scalable API solutions and optimizing data handling.
- The project was later transitioned into Mountain Interactive.

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

- Scripting new technology to be used in a startup demo.
- This startup has reached over 2 million visits, we have reached over 123k+ members.
- Enhanced skills in Typescript, Javascript, PHP, and LUA through development tasks.

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

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.
- Full-stack development using JavaScript, Lua, and Luau.

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