Navid **All Gharaee**

MASTER OF COMPUTER SCIENCE · SOFTWARE ENGINEER

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Work Experience

Intern in Future Customer Software Innovations & AI
Böblingen, Germany

MERCEDES-BENZ AG - RESEARCH AND DEVELOPMENT
January 2025 - August 2025

- Developed an AR/VR/XR application for Apple Vision Pro using Swift to create immersive mixed-reality experiences for vehicles.
- Developed an Android in-car app with Kotlin while integrating large language models (LLMs) and AI technologies to enhance in-car entertainment and user interaction.
- Enhanced elite customer experiences by Developing product passports for Manufaktur, Mercedes-AMG, and Mercedes-Maybach, integrating Apple Wallet and Google Wallet.

Software Engineer Working Student
Stuttgart, Germany

ON YOUR ROUTE GMBH [IOS/ANDROID FLUTTER APP]
September 2024 - January 2025

- Contributed to the development of a map-based app that provides electric vehicle (EV) charging stations and optimized route plans.
- Enhanced Software functionality through Apple CarPlay & Android Auto to improve user experience and promote e-mobility solutions.

System & Software Engineer & Digital Transformer in Formula Student
Dortmund, Germany

TECHNISCHE UNIVERSITÄT DORTMUND MOTORSPORT TEAM, GET RACING DORTMUND E. V. [GITHUB]
April 2024 - Present

- Developed a full-stack software system based on Django, Python, ROS, C++, Dart, and Flutter to automate testing and documentation for an autonomous racing car.
- Streamlined test procedures by creating a platform for team members to record detailed observations.
- Applied Human-Computer Interaction (HCI) methods to design a user-friendly interface.
- Led the digital transformation by integrating and modernizing the team's technology stack.

Software Developer Working Student
Dorsten, Germany

NETTREK GMBH & CO. KG [IOS/ANDROID APP]
August 2023 - January 2024

- Developed a cross-platform mobile and web application with Flutter.
- Contributed to design of a scalable, white-labeled app using n-layered architecture and domain-driven design.

Software Engineer Working Student
Hamm, Germany

FKT42 GMBH [PROJECTS]
December 2022 - August 2023

- Designed and Developed mobile apps with Flutter and Swift, for iOS and Android.
- Engaged directly with clients, discussing on technical topics and ensuring a clear understanding of their requirements.

Software Engineer
Tous, Persia

RADAR TECHNOLOGY [PRODUCT DETAILS]
May 2021 - March 2022

- Developed a mobile application for iOS and Android dedicated to pet tracking for monitoring pets' activities and well-being.
- Designed and analyzed the user interface and user experience.
- Provided creative ideas and insights for enhancing user experience, contributing to the evolution of use cases within the application.

Software Developer and Engineer, Self-employed
Tous, Persia

MAGIC FLASHCARDS SERIES [DETAILS]
June 2020 - October 2022

- Pursued entrepreneurship by designing, developing, and publishing 8 English learning apps during COVID-19.
- Contributed to the rise of e-learning by offering free, accessible tools for students.
- Gained entrepreneurial experience in product design, requirement engineering, user engagement, and app distribution.

iOS App Developer and Engineer Intern
Tous, Persia

PART SOFTWARE GROUP
Summer September 2020

- Acquired foundational skills in iOS app development through the study of Swift's UIKit and SwiftUI frameworks.

Researcher, Flutter Developer and Engineer intern
Tous, Persia

WHITE DESIGNERS CO [IOS/ANDROID APP]
Summer Semester 2019

- Pioneered the development of one of the 1st Flutter apps in Persia, Salema Diet, focusing on diet and health plans.
- Achieved robust programming skills and gained valuable insights about industry by navigating and overcoming real-world challenges.

Education

M.Sc. in Computer Science
Dortmund, Germany

FACHHOCHSCHULE DORTMUND
2022 - Expected Date: 2025

Current GPA: 1.60 (German Grading System)
Selected Courses: Software Architectures, Usability Engineering, Innovation Driven Software Engineering, Software Engineering Project, Software-intensive Solutions, Digital Systems, Trends in Digital Transformation: VR/AR applications

B.Sc. in Computer Engineering   *Tous, Persia*

Ferdowsi University of Mashhad   *2018 - 2022*

Overall GPA: 1.7 (17.46/20) | Among **top 15%** of students based on the GPA | **Thesis Grade: 20/20**
Selected Courses: Data Structures, Algorithms Design, Operatig Systems, Computer Architecture, Microprocessor and Assembly, Software Engineering 1, Software Engineering 2, Fundamentals of Databases, Systems Object-oriented Design, Web Programming, Software Testing, Fundamentals of Compiler Design

Research Projects

RaceTracer [GitHub Repository]

Master's Thesis

- Developed a full-stack software system based on Django, Python, ROS, C++, Dart, and Flutter to automate testing and documentation for an autonomous racing car.
- Recognized the need for a companion software to enhance documentation and observation of test parameters.
- Led requirement engineering by conducting stakeholder interviews and analyzing software needs.
- Optimized test procedures by developing a platform for team members to systematically record detailed observations.

Stamina Corrective App [Website]

Bachelor's Thesis

- Designed, validated, and successfully implemented a mobile application with Flutter, enabling users to record and analyze their movements with a reference model.
- Implemented local relational databases and non-relational databases. Utilized Firebase storage, authentication, and database solutions.

Honors & Awards

Sep. 2024 **2nd Place**, the Formula Student France 2024.

Aug. 2024 **1st Place**, ZEISS Real-time Video Processing Award in Formula Student Germany. [Link]

Sep. 2023 **Achieved**, the best Young Author Paper Award. [Link]

Sep. 2022 **Ranked**, top 15% of students based on the GPA among Bachelor's class of 2022.

Oct. 2020 **Ranked**, Best apps in children category at Myket online store in the first months of launch.

Jun. 2018 **Ranked**, top 2% students in the university entrance exam.

Skills

Programming	Swift, Flutter, Kotlin, Java, C, C++, Dart, Python, Object-Oriented Programming (OOP)
Tools	VS Code, Xcode, Android Studio, Jira, Confluence, Postman, Figma, Microsoft Office, Adobe Photoshop, AI Tools
Collaboration Methods	Scrum, Agile
Frameworks	Flutter, SwiftUI, UIKit, Jetpack Compose, Django, ROS
Web Development	Bootstrap, HTML5, CSS3, JavaScript, Flutter
Databases	Relational Database, SQLite, Non-relational Database
Git Hosts	Git, GitHub, GitLab, Bitbucket
Typesetting	Latex, Pages, Office Word
Development Tools	Visual Studio Code, Xcode, Android Studio, InteliJ IDEA, ProtoPie
Languages	English (Full professional proficiency), German (Intermediate), Persian (Native), French (Limited)

Publications

Key Success Factors For Digitally Transformed Agile Remote Work [View on IEEE Xplore]   *Dortmund, Germany*

Conference: 12th IEEE International Conference on IDAACS: Technology and Applications   *September 2023*

- Achieved the best Young Author Paper Award.

Volunteer Experience

Timing & Results Volunteer, Athletes Companion Volunteer, Media Tribune Volunteer, Entertainment Volunteer [Learn more]   *Ruhrgebiet, Germany*

Rhine-Ruhr 2025 FISU World University Games   *May 2025 - August 2025*

- My responsibilities included assisting with scoreboard and results management, accompanying athletes to the field of play, supporting media and entertainment logistics, and providing technical assistance with equipment setup. Beyond the official duties, I also had the unique experience of helping a lost American referee back to her hotel so she could make it to her game on time, proving that event operations extend beyond the stadium and my defined roles!

Hobbies   ## Soft Skills

- Creative Activities, Technology & Gadgets
- Exercising, Team Sports
- Cooking
- Foreign Languages
- Maintaining and Repairing Tech Gadgets

- Motivative & Ambitious, Good Listener
- Team Player, Transparent, Appreciative
- Innovative, Mindfulness of Details
- Communicative, Open-minded
- Problem-solver, Continuous improvement

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