

Nima Najafian

Roll No.: Naja0005

Bachelor of Computer Science

University Of Oklahoma, Norman

+1-405-697-4515

nima@najafian.dev

Portfolio Website

LinkedIn Profile

EDUCATION

•Bachelor of Computer Science

2021-25

University Of Oklahoma, Norman

Major GPA: 3.6

EXPERIENCE

•Database & Back-end Developer

Jan 2023 - Current

ScooterLab Funded by the National Science Foundation

Hybrid

- Focused on Ramp API development, managing and optimizing back-end processes.
- Handled data management, parsing, and collection to ensure accurate and efficient data handling.
- Resampling and data processing to improve the reliability and performance of back-end systems.
- Concurrent embedded programming and deployment.

•Software Development Internship

May - August 2023

Flywheel Energy

Hybrid

- Developed back-end services for an energy management system using sprocs and Typescript.
- Specialized in Ionic, Angular, and TypeScript to ensure seamless integration with company objectives.
- Excelled in optimizing existing apps and staying updated with industry trends.
- Hands-on experience in Full-stack Development and automation using Azure Management Console.

PERSONAL PROJECTS

•Diet Companion

A AI driven diet tracking web app build using Ionic/Angular framework.

- Using ODM and ORM libraries such as Sequelize and Mongoose to define our database models.
- Utilizing the Ionic/Angular framework for web-app front-end development.
- Utilizing public API's for data collection and developing internal APIs for our back-end systems.
- Technology Used: Typescript, Ionic/Angular, Jest, MySQL, MongoDB, ODM & ORM Libraries.

•Sequelize Model Generator

A simple python program that will create Sequelize Models in TypeScript.

- This program generates a Sequelize model in TypeScript with snake case field names.
- It prompts the user for model attributes, handles foreign key relations, and includes a revert option to correct the last input.
- Technology Used : Python, git

•Saint Dracul Arena (Video Game)

A Doom like game built using Unity 3d.

- Used Unity3D engine to build the game.
- Built Game Back-end processes and command patterns using C#.
- Technology Used: Unity3D, Blender, C#, Linux.

TECHNICAL SKILLS AND INTERESTS

Languages: C/C++, Python, Javascript, Typescript, HTML+CSS, Java

Libraries : Java Multiverse, Python Libraries, Ionic, ODM, ORM, Mongoose, Sequelize

Web Dev Tools: Nodejs, VScode, Git, Github, Postman

Frameworks: Ionic, Angular, Bootstrap

Cloud/Databases: MongoDB, MySQL, Google Cloud

Relevant Coursework: Data Structures & Algorithms, Operating Systems, Object Oriented Programming, Database Management System, Software Engineering.

Areas of Interest: Database Engineering, Web Development, Back-end Development, Electric Mobility.

Soft Skills: Problem Solving, Self-learning, Presentation, Adaptability.

POSITIONS OF RESPONSIBILITY

•Daily Drive with Tux Workshop - University Of Oklahoma, Norman

Nov 2024

- Introduction to Linux for Daily Use.
- Organize and prepare material for the workshop.
- Running a live Demo of Linux installation and configuration.