

# Nima Najafian

Roll No.: Naja0005

Bachelor's of Science: Computer Science

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Portfolio Website

LinkedIn Profile

## EDUCATION

### •Bachelor's of Science: 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

An 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, Docker, Git, API

### •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-inspired first-person shooter game developed using Unity 3D.

- Designed and implemented core gameplay mechanics, including player controls, AI behavior, and combat systems, using C#.
- Developed robust back-end processes and utilized command patterns to streamline game logic and event handling.
- Created and optimized 3D assets using Blender to enhance game visuals and environment design.
- Deployed and tested the game on a Linux environment, ensuring compatibility and performance across platforms.
- Technologies used: Unity 3D, Blender, C#, Linux.

## TECHNICAL SKILLS AND INTERESTS

**Languages:** C/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, React, Chakra UI, 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, Critical Thinking, 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.