SHAYAN SEPASDAR

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Github | Linkedin | Website

Education

Bachelor of Software Engineering   **2018-2022**
University of Ontario Institute of Technology | Oshawa, ON

Highlights of Qualifications

Software Skills
- Python – Django, TensorFlow, Flask, GitPython, OpenCV-Python
- JavaScript – React, Node, Express
- Other relevant programming languages: Java, C, C++
- Web programming: HTML5, CSS, PHP
- Database Management: SQL, GraphQL, MongoDB
- Knowledge of Linux, Bash and Powershell Scripting

Other Technical Skills
- Proficient in use of Data structures and Artificial Intelligence algorithms
- Knowledge of Software Testing and algorithm analysis
- Experience with System calls and Multiprogramming in C
- Proficient in generating Reports, Presentations, Bill of Materials and Gantt charts

Interpersonal Skills
- Exceptional communication skills improved through multiple course presentations
- Strong critical thinking, time management, adaptability, and problem-solving skills

Experience

Software Developer   **05/2021 - 12/2021**
Green Web | Tehran, IR
- Gained hand on experience with web development.
- Backend/frontend service interface development.
- REST API service utilization.

Inventory Control Administrator   **03/2019 - 10/2021**
Sobeys-Fulltime | Whitby, ON
- Maintained the flow of product selection in different sections.
- Drafted daily reports for management review.

Peer Tutor   **09/2019 - 04/2020**
Ontario Tech University
- Tutored students in engineering courses I previously excelled in
- Assisted in problem solving and studying techniques

Projects

- Development of Social Networking Website
Technologies used: MongoDB, Express, React, Node, GraphQL

This is a social networking website I created as an attempt to learn MERNG Stack of Web App Development. The site has features including commenting, posting and handles main logic using React.

- Navigation System
Created a navigation system to generate optimum route between 2 places in Ontario. The website was hosted using Flask and took user source and destination as input, Used Dijkstra's algorithm and Python machine learning libraries to calculate shortest path.
Utilized: Python

- Virtual Reality Classroom
Designed and developed a classroom application inside using C# and Unity. The classroom was implemented in VR environment and allowed up to 20 students to join and interact synchronously. Furthermore, students were provided with functionalities such as hand movement, voice inputs, chatroom and an online video playing screen. Application's beta version was launched and can be accessed using Oculus Quest 2 camera.
Utilized: C#