

Parsa Habibi

+1 604-700-4363 ✉ phabibi@sfu.ca

 <https://github.com/Phabibi>  <https://www.linkedin.com/in/parsa-habibi>

TECHNICAL SKILLS

Languages: Scala, Haskell, C, C++, Python, Assembly (X86-64), Ruby/Rails, HTML, JavaScript, CSS, Node.js

Frameworks: Socket.io, Express.JS, Ruby/Rails

Databases: MySQL, MongoDB, Mongoose

Web Application Tools: AJAX, JQuery, TweenMax, Bcrypt

Testing Tools: MochaJS (chai), GDB, Selenium Web Driver, Robot Framework, Locust.io

WORK EXPERIENCE

QA and Automation Developer Coop

Jan 2019 – Present

T2 Systems, Burnaby, BC

Technologies used: Python, Robot Framework, MySQL, MongoDB, Apache Kafka, Swagger, Postman, Spark, Netflix Hystrix, Kibana, Docker, pyzmq, C++, bash, Git, Jenkins

- Designed and implemented a new automation framework using Python-based Robot Framework
- Performed end-to-end testing and verified the data transformation process to ensure continuous integration testing cycle of the product
- Automated RESTful API endpoints as a transition from a monolithic application to a micro services architecture
- Worked on setting up test wall environment for Linux embedded micro-controllers and automated daemons using python
- Documented test procedures and created bug/improvement tickets on JIRA to ensure successful deployment in an agile work environment

Wrestling Coach

May 2015 - Sept 2015

SENTINEL SECONDARY, West Vancouver, BC

- Helped develop wrestling program in its important stages so it can be prosperous now and in the future
- Trained students from ages 4-23 in wrestling in order to achieve their own personal goals in the sport
- Passed my knowledge over not only from wrestling but advice on growing up to younger wrestlers

ACADEMIC PROJECTS

Pablo Language Parser/Interpreter (Haskell / C++)

Jan 2018

Symbolic Computing SFU

- Worked exclusively on this project under Robert Camerons direct supervision due to outstanding performance in the class
- Implemented a parser/interpreter using Haskell and C++ for Parabix bit streaming text processing technology, recipient of the Google Faculty Research Award
- Used EBNF, regular expressions, recursive descent parsing and Haskell's pattern matching techniques in order to parse the given Pablo expressions and interpret it in C++ for compilation
- Learned functional programming's main principles and applied them to my program in order to produce a fully recursive program

Parsa Habibi

ATM Waiting Time Simulation (C++)

March 2017

Abstract data types and programming SFU

- Simulated an ATM lineup using C++ that calculated each customer's average time spent at the ATM then returns the average wait time of all customers
- Implemented a Queue structure using a singly linked list in order to simulate a line-up (first In first out order)
- Each implementation of (Queue.h, Node.h, Customer.h, ATMQueue.h and ATM.h) had unique attributes alongside setters and getters in order to increase code security

Heap Priority Queue (C++)

Dec 2016

Abstract data types and programming SFU

- Implemented a Priority Queue using a Heap, which uses bubble-up and bubble-down function in order to store the value with highest priority on top of the queue after each enqueue and dequeue
- Used the principle of polymorphism in order to redefine methods for derived classes and to process objects differently depending on their data types

PERSONAL PROJECTS

Agile: Run For Your Kingdom (Ruby/Rails)

Feb 2018

- Designed a game using Ruby/Rails and Google Maps API so that points are achieved by physically running around a rectangular block and making territories
- Led a team of 4 developers to assure the quality and the correctness of the software
- Learned how to use Google Maps API and gained valuable experience using Ruby/Rails
- Used Agile development methods such as Scrum and XP in order to ensure rapid delivery of the software

3-D Tic Tac Toe (JavaScript, Node.js)

Feb 2018

- Designed a Web App game using Node.js and Socket.io that two players can play 3-D Tic Tac Toe in real time
- Used MongoDB in order to store each user's stats and Bcrypt to encrypt and hash user's passwords
- Learned how to use Socket.io and AJAX in order to make interactions between users possible
- Designed a 3D layout for the game using Materialize and Bootstrap

ACADEMIC AWARDS

NSERC Undergraduate Student Research Award

May 2019

- \$4500

EDUCATION

Simon Fraser University

Sept 2015 – Present

Burnaby, BC

- Bachelor of Science, Major in Computing Science

INTERESTS

- Wrestling | Former National and International level wrestler with experience competing in the NCAA
- Traveling