# Parsa Habibi

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## Technical Skills

**Languages**: C++, C, Python, Haskell, CMake, LISP, Assembly (X86-64), Bash, Ruby/Rails, HTML, JavaScript, CSS, Node.js
**Databases**: MySQL, MongoDB, Mongoose

## Work Experience

**Software Developer Coop** | Teradici, Burnaby, BC — Sept 2019 – Jan 2020

- ***Technologies used:*** C++, C, Java, Android, CMake, Gradle, Git, Cloud City
- Implemented features using C++ for a remote desktop application on the chromebook as an integrated product for Google and Amazon
- Implemented features for an image codec leveraging both SIMD and multicore parallel processing features.
- Worked with various virtualization technologies to implement features to upgrade from 32 to 64 bit architecture
- Designed a new build system for an Android product using CMake and Gradle

**QA and Automation Developer Coop** | T2 Systems, Burnaby, BC — Jan 2019 – Aug 2019

- ***Technologies used:*** Python, Robot Framework, C++ , Apache Kafka, Postman, Spark, Kibana, Docker, Git , Jenkins
- Designed and implemented a new automation framework using Python-based Robot Framework
- Performed end-to-end testing 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

## Academic Projects

**Pablo Language S2S Compiler (Haskell / C++)** | Symbolic Computing SFU, Burnaby, BC — Jan 2018

- Implemented an S2S Compiler using Haskell and C++ for Parabix bit streaming text processing technology, recipient of the Google Faculty Research Award
- Worked exclusively on this project as a result of outstanding performance in the class
- Learned functional programming's main principles and applied them to my program in order to produce a fully recursive program
- Used EBNF, regular expressions, recursive descent parsing and Haskell's pattern matching techniques in order to parse a Pablo source code and interpret it in C++ source code for compilation

## 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
- Used Agile development methods such as Scrum and XP in order to ensure rapid delivery of the software

**League of legends Machine Learning (Python)** — July 2018

- Used the game data from 2017/2018 season in order to predict the outcome of the game with 90% accuracy given the gold difference between each roles
- Trained the model using KNN, Grid Search , Logistic regression and SVC to achieve a more accurate prediction

## Education

**Simon Fraser University** — Sept 2015 – Sept 2020

- Bachelor of Science, Major in Computing Science

**7gate Academy** — July 2019

- Machine Learning Boot camp

## Interests

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