

Hamed Tavakoli Dastjerdi

uOttawa CS Student, Hitachi Intern

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SKILLS

Programming

Python | Java | C/C++ | C# | Swift | PHP | Typescript | JavaScript | HTML/CSS | SQL | R | Ruby | Lua

Frameworks

React | Node.js | TensorFlow | Pandas | NumPy | SimPy | Angular | Ruby on Rails | Next.js | Bootstrap | Apache Spark

Tools

Git | Docker | AWS | GCP | Azure | MATLAB | Shell Scripting | Postman | Jenkins | CI/CD | JIRA | Vagrant

Technologies

Edge Computing | ML/DL/AI | Big Data | Modeling | Smart Contracts | DApps/DeFi | Web3/IPFS | Tokenomics

Cybersecurity

Network Security | Cryptography | IDS/IPS | CEH 13 | SIEM | DDoS Protection | SOC | SOC 2 | ISO 27001

Languages

English | French | Persian

WORK EXPERIENCE

Site Deployment Intern at Hitachi

2024-05-01 - Present

Reduced deployment time by 300% through the development of automated configuration scripts.
Designed an automated predictive maintenance systems, reducing operational downtime by 20%.
Created comprehensive documentation and training materials for the deployment process.

Game Developer Intern at Broken Teapot Studios Inc.

2024-01-01 - 2024-01-31

Implemented dynamic AI routines for NPCs, improving gameplay fluidity and player engagement.
Optimized game shader performance by 115% by refactoring code and streamlining resource management.
Assisted in the design and implementation of a unique puzzle-solving mechanic that increased user retention by 25%.

Full Stack Web Developer at RTXComputers Electronics Provider

2022-05-01 - 2022-08-31

Designed and developed several web applications and tools, including a customer support chatbot and a product recommendation system. Collaborated with the marketing team to optimize the website's user experience and improve conversion rates. Gained experience in web development technologies such as React, Node.js, and MongoDB.

Game Developer at PanQ Game Studio

2020-11-01 - 2022-11-30

Founded PanQ, an indie game studio that specialized in developing unique and innovative games for mobile. Designed and developed several games, including "Focus!" and "Spycer", which received positive reviews and high user ratings on local app stores, generating revenue through in-app advertisement.

VOLUNTEER

Development Lead at uOttHack

2023-07-01 - Present

Board of Directors Member at Engineering Students' Society, University of Ottawa

2023-09-01 - 2024-04-30

CALE 2024 Conference Organizer at Engineering Student Societies' Council of Ontario

2023-11-01 - 2024-03-31

EDUCATION

Bachelor of Science Computer Science, Minor in Physics at University of Ottawa

2022-09-01 - 2026-04-01

Actively engaged in cutting-edge research across various fields, including physics, engineering, and health sciences.
Multiple competitions and merit scholarships over \$40,000/annum. Dean's honour list.

AWARDS

Scholarship for Merit through Innovation in Student Publications at UOSU

2024-02-01

5G Connectivity for Cross Border Challenge at Telus

2023-07-01

Solutions Lab & Idea's Lab Award at University of Ottawa - eHub - MDA

2023-02-01

Youngest Startup of Iran at Tabnak

2017-06-01

CERTIFICATES

Introduction to Statistics

Stanford University

Network Security, Python Programming, 5G/3GPP

Huawei Talent

Java Programming, Problem Solving

HackerRank

Art Directing Games with Vision and Purpose

Iran Computer and Video Games Foundation

PUBLICATIONS

Impact Of Telemedicine Intervention On Patient Satisfaction For Hypertensive Patients

2023-02-01

Investigating Human Cognitive Learning Process In An Artistic Context

2017-05-01