

Hamed Tavakoli Dastjerdi

uOttawa CS Student, Hitachi Intern

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SKILLS

Project Management	Planning Execution Risk Management Change Management Agile Methodologies Prioritization Milestones
Engineering	Aviation Systems Engineering Innovation Problem Solving Engineering Design
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**
Led initiatives to optimize deployment strategies and reduce time-to-market by 300% through development of automated configuration scripts.

Collaborated with cross-functional teams to design predictive maintenance systems, reducing operational downtime by 20%.

Developed and maintained comprehensive project documentation and training materials, fostering effective team communication and knowledge transfer.

Game Developer Intern at Broken Teapot Studios Inc. **2024-01-01 - 2024-01-31**
Developed dynamic AI routines to improve gameplay experience, ensuring smooth planning and execution of game features.

Optimized game code to improve performance, integrating project management best practices for milestone tracking and bug-fixing.

Contributed to the design and implementation of innovative features, leading to a 25% increase in user retention.

Full Stack Web Developer at RTXComputers Electronics Provider **2022-05-01 - 2022-08-31**
Collaborated on web development projects with an emphasis on responsive design and user experience, applying Agile methodologies for project tracking and development.
Successfully led the implementation of a customer support chatbot, improving team collaboration and user interaction.

Game Developer at PanQ Game Studio **2020-11-01 - 2022-11-30**
Founded and led PanQ, an indie game studio focused on innovative game development. Applied leadership and project management techniques to design and release several mobile games.
Managed the development pipeline and coordinated with cross-disciplinary teams to ensure projects were delivered on schedule.

VOLUNTEER

Development Lead at uOttHack **2023-07-01 - Present**
Led a team of developers in planning, execution, and monitoring of hackathon projects, ensuring deadlines were met and deliverables exceeded expectations.
Contributed to team leadership, fostering communication and innovation through regular feedback and progress check-ins.

Board of Directors Member at Engineering Students' Society, University of Ottawa **2023-09-01 - 2024-04-30**
Collaborated with leadership to plan and execute student events and initiatives, ensuring all projects were effectively managed.
Played an integral role in communicating objectives and progress, while ensuring that resources were allocated efficiently.

CALE 2024 Conference Organizer at Engineering Student Societies' Council of Ontario **2023-11-01 - 2024-03-31**
Organized and managed the planning of an engineering conference, overseeing the execution of logistical and operational tasks to ensure a successful event.

EDUCATION

Bachelor of Science Computer Science, Minor in Physics at University of Ottawa **2022-09-01 - 2026-04-01**
Actively engaged in project management coursework and research across multiple fields including physics, engineering, and computer science. Dean's honour list recipient with a focus on innovation and leadership.

Completed multiple teamwork-driven projects with demonstrated leadership and risk management skills.

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