

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 & Tools

React | Node.js | TensorFlow | Pandas | NumPy | SimPy | Next.js | Bootstrap | Apache Spark | Git | Docker | AWS | GCP | Azure | MATLAB | Jenkins | CI/CD | Postman | JIRA

Technologies

Machine Learning | Natural Language Processing | AI | Big Data | APIs | Data Pipelines | Semantic Search | Model Training | Content Generation | Deployment | Web3/IPFS | DApps/DeFi

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 and implemented predictive maintenance systems that reduced operational downtime by 20%.

Created comprehensive documentation and training materials for deployment processes, with a focus on scalability.

Game Developer Intern at Broken Teapot Studios Inc.

2024-01-01 - 2024-01-31

Developed dynamic AI routines for NPCs, enhancing player engagement through improved gameplay.

Optimized shaders to boost performance by 115% and refined resource management.

Full Stack Web Developer at RTXComputers Electronics Provider

2022-05-01 - 2022-08-31

Designed and implemented full-stack web applications, focusing on building user-facing features and APIs.

Collaborated with the marketing team to improve the website's user experience and conversion rate. Gained hands-on experience with CI/CD pipelines, version control, and cloud infrastructure.

Game Developer at PanQ Game Studio

2020-11-01 - 2022-11-30

Founded PanQ, an indie game studio focused on mobile gaming. Developed games such as 'Focus!' and 'Spycer' with a focus on game mechanics, user experience, and scalable architecture.

Incorporated real-time data pipelines and in-app advertisements to enhance player retention and monetization.

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 fields like AI, machine learning, and natural language processing.

Awarded multiple merit scholarships totaling over \$40,000 per year. Consistently on the 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