

# Alireza Jadidi

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GitHub: <https://github.com/REAPERali00> | Linked in: <https://www.linkedin.com/in/alireza-jadidi/>

## profile

- Algonquin College graduate in Computer Engineering Technology
- Strong teamwork skills and experience in building effective working relations with colleagues in technical & extracurricular roles.
- Demonstrated organizational and leadership skills as project lead.
- Fluent in Farsi, along with basic understating of Japanese and German.

## education

### **Computer Engineering Technology\_ Computer Science (Advanced Diploma)**

**Algonquin College** *Ottawa, ON*

CGPA: 3.74/4.0

Graduated with honours, Deans Honor List 4 semesters.

Sep 2021–

Aug 2023

### **UTTP II: ENGINEERING SCIENCE PROGRAM**

**Fraser International College** *Vancouver, BC*

Jan 2018–

Sep 2021

## technical skills

**Operating Systems:** Windows, Linux, QNX

**Programming Languages:** Java, C++, C, C#, PHP, MATLAB (basic), JavaScript, Assembly, R, SQL, Dart

**Web Frameworks:** React, Node, Express

**Virtual Environment:** VMware workstation

**Development Tools:** Eclipse, UML, MySQL, AsmIDE, Visual Studio Code, Unreal Engine, Arduino, Git bash, RStudio, Docker, Vim, Visual Studio, Mongo DB, Flutter

**Automated Tests:** Junit, Selenium, Jest

## work experience

### **Peer Education, Algonquin College** *Ottawa, ON*

- Responsible for Individual guidance on multiple subjects such as Java, C, etc.
- Familiarity with the use of tools such as Zoom.
- Experience working in a culturally diverse student population.

Jan 2023–

present

### **Senior Peer Education, Algonquin College** *Ottawa, ON*

- Weekly group tutoring for beginner java programmers.
- Preparation of material to cover during lectures.
- Design and guide students through prepared projects.
- Increased attendance rate over the semester

May 2023–

present

### **Computer Coach, Algonquin College** *Ottawa, ON*

- Enhanced student satisfaction through individualized technical support in tools like Brightspace, Zoom, and Office 365. Provided mentorship and troubleshooting assistance, particularly in Java programming.
- Preparing to lead educational workshops on digital tools starting January 2024. Actively involved in mentoring students in project development to improve their programming skills.
- Consistent Performance, maintained perfect attendance, ensuring reliable and continuous support for student needs.

Nov 2023–

present

Full list here: <https://github.com/REAPERali00/Projects/tree/main>

#### **Nagini (C, Compiler)**

- Engineered a compiler for the Nagini language utilizing C, encompassing buffer, scanner, and parser components.
- Created a versatile buffer with flags for status indications and implemented fixed, additive, and multiplicative sizing modes.
- Developed a scanner that transforms buffer segments into tokens using a DFA, a transition table, and function pointers.
- Designed tokens to contain identifier attributes and codes, facilitating content-specific processing.
- Implemented a recursive parser for syntactical recognition, enabling feature identification like print statements, method completions, variable declarations, and math operations.

#### **Bridal Wear (JS, React, Node, Mongo DB)**

- A team-based project with a group of 6, worked with Client Abby Greenberg to create a Bridal clothing customization.
- Project used the MERN stack, responsible for part of React component, node back-end server, and MongoDB database.

#### **Fans & sports car Subscription (C#, .Net)**

- Handled a subscription-based service created using .Net.
- Project used Db context and migrations to handle the database, and a blob service for news regarding Sport.
- Using LINQ queries the fans and sports club can view their subscriptions, and Fans can Subscribe or unsubscribe from sports.

#### **Metronome (C, Resource manager)**

- Developed for QNX operating system using Momentics IDE.
- Allows setting and adjusting tempo for metronome beats.
- User can modify tempo using commands.
- Includes a secondary path, metronome\_help, for printing instructions.
- Project developed with the assistance of Haroun Benmmedour.

#### **Heartbeat Display (JEE, React, NetBeans & glassfish)**

- Using Jakarta EE, implements a Heartbeat Game Web Application and RESTful HTTP API to do CRUD operations on Heart entity instances that represent a beating heart.
- React is used for the front-end display, retrieves the data using RESTful API's and displays the beating heart. User can Add new heart and changes the information such as position, beat count, size, etc.
- Performs Authentication on RESTful API and JSF pages.
- Testing is done using Junit and selenium testing.