

HIGHLIGHTS

- Skilled Software Developer with 5+ years of experience in programming.
- Back-end Developer Intern @ Oracle.
- Ranked 1st GPA Among the Graduated CS Students of Amirkabir University of Technology. 2020, Iran
- Awarded International Mathematics Competition (IMC) Certificate. 2010, Korea
 - Only 20 middle school students, after two-stage competitive acceptance exams, were selected from Iran to participate in the IMC 2010 Korea





SKILLS

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|----------------------|---|
| Languages | Java, Python, C++, C, JavaScript, SQL, Bash, XML, HTML, CSS |
| Domains | Algorithms, OOP, Agile Methodology, ML, NLP |
| Tools | MySQL, Git, Rest API, WebGL, Linux, JSON, Jira, Jenkins, Confluence, Sonar, Bitbucket |
| Frameworks/Libraries | Spring, Hibernate, JUnit, Mockito, React, Angular |
| Soft skills | Problem Solving, Attention to Detail, Communication, Teamwork, Time Management |

WORK EXPERIENCE

- Back-end Developer Intern** **Oracle, Canada (Remote)**
- Enhanced the performance of the Data Studio web application through analysis and optimization of SQL queries (up to **5× fewer** queries in one of the most commonly used endpoints).
 - Developed a query counter filter and assessed queries over 130 test classes while resolving conflicting tests. This resulted in finding endpoints that need improvement and helped avoid unnecessary queries in the future.
 - Resolved bugs and Implemented automated tests to ensure quality and stability.
 - Java, REST API, Multi-Threading, Spring, SQL, Hibernate, Unit Testing, Git, Jira, Confluence Nov 2022 - Mar 2023
- Back-end Developer (RA)** **University of Alberta, Alberta Machine Intelligence Institute (AMII), Canada**
- Designed and developed new different ways to improve [the FastMap heuristic](#).
 - Tested new heuristics against a large number of standard benchmark problems on 395 maps in parallel.
 - Attained up to **2.5× better** performance. (useful in pathfinding of Video games)
 - C++, AI, Cloud Computing, Bash, Python, Automated testing May 2021 - Oct 2022
- Teaching Assistant** **University of Alberta, Canada**
- Introduction to the Foundations of Computation II - Python. Jan 2021 - Apr 2022

SELECTED PROJECTS

- Simulated Different Objects Using Ray Tracing** 
- Intro to Computer Graphics course - JavaScript, WebGL, HTML* 2021
- Simulated Cylinder and Tetrahedron using Ray Tracing.
- Artificial Intelligence for the Reversi board-game** 
- AI course - Java* 2020
- Implemented the AI system of the Non-player-character using Minimax algorithm
- Designing and Creating A 3NF Database From YAGO Datasets** 
- Database course - SQL, MySQL, Python, RDBMS Design* 2018
- Extracted data using TSV files collected from [max plank institute website](#). Processed and Clustered TSV files with Python and MySQL. Designed and created the database.
- A 2D version of the Range-Tree Data Structure** 
- Data Structures course - Java* 2017
- Implemented a 2D version of the Range Tree. Queries are asked in the form of rectangle coordinates.

EDUCATION

- MSc in Computer Science**, [University of Alberta \(UofA\)](#), GPA 3.57/4 2021 - 2022, Canada
- BSc in Computer Science**, [Amirkabir University of Technology \(AUT\)](#), GPA 18.77/20 (3.96/4) 2016 - 2020, Iran