

HIGHLIGHTS

- BSC and MSC in Computer Science.
- Back-end Developer Intern @ Oracle. Back-end Developer (RA) @ UofA, AMII.
- 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

Languages	Java, Python, C++, C, JavaScript, SQL, Bash, XML, HTML, CSS
Domains	Algorithms, Data Structures, Databases, OOP, Multi-Threading, Machine Learning, NLP
Tools	MySQL, Git, Rest API, WebGL, Linux, JSON, Jira, Jenkins, Confluence, Sonar, Bitbucket
Frameworks/Libraries	Spring, Hibernate, JUnit, Mockito, React
Soft skills	Problem Solving, Attention to Detail, Communication, Time Management

WORK EXPERIENCE

- Back-end Developer Intern** Oracle, Canada (Remote)
- Enhanced the performance of Data Studio through analysis and optimization of queries (up to 5× fewer queries in one endpoint), resolving bugs, and Implementing automated tests to ensure quality and stability.
 - Java, REST API, Multi-Threading, Spring, Hibernate, JUnit, Mockito, Git, Jira, Confluence. 2022 Nov-2023 Mar
- Back-end Developer (RA)** University of Alberta, Alberta Machine Intelligence Institute (AMII), Canada
- Analyzed and implemented different ways to improve the FastMap heuristic. Tested them against the standard benchmark on 395 maps in parallel. Attained up to 2.5× better performance. (useful in pathfinding of Video games)
 - C++, AI, Cloud Computing, Bash 2021 May-2022 Oct
- Teaching Assistant** University of Alberta, Canada
- Introduction to the Foundations of Computation II - Python. 2021 Jan-2022 Apr

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 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.
- A Space Efficient skiplist Data Structure**
- Data Structures course - Java 2017
- Implemented the SSET with skiplist data structure. Each node consisted a BDeque which resulted in more efficient operations. All operations are done in $O(\log n)^E + O(\sqrt{n})$ time.

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