

# SINA EHSANZADEH

## SOFTWARE DEVELOPER

### CONTACT

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### SKILLS

- Object-Oriented Programming (OOP)
- Java
- Python
- Algorithms
- UI design
- Unity (3D/2D)
- Godot (2D)

### LANGUAGES

- English (Native)
- Persian (Fluent)



### PROFILE

Aspiring software developer who has dipped his hands into many different types of programming and projects, both solo and with collaborators. Has decent knowledge on OOP and also has worked on UI design. Strives to make efficient, productive, and user-friendly software. Also passionate about game development and mechanics.



### PROJECTS

- Calculator - A calculator built with Java and GUI designed using Swing that can preform all four main operators of summation, subtraction, division, and multiplication.  
<https://github.com/SinaEhsanzadeh/Calculator>
- xv6-riscv - A fork of MIT's XV6 OS, adding a couple system calls and a logger  
<https://github.com/SinaEhsanzadeh/xv6-riscv>
- ATM - A practice in implementing Swing GUI, simulating the experience when operating a bank ATM  
<https://github.com/SinaEhsanzadeh/ATM>
- Ghatei Kala - A collaborative project to make the interface and database of a shopping website with a functioning shopping cart, signup and login system, a way to increase and decrease balance, along with a finalising purchase protocol  
<https://github.com/iamhamidhosseini/Ghatei-Kala>



### WORK EXPERIENCE

- Independent Project 2024 - Present
- Developing a 2D platforming game on Unity using C#  
Implemented basic core mechanics such as movement and hitboxes  
Source Code available at link below  
<https://github.com/SinaEhsanzadeh/Trainventure>



### EDUCATION

- Undergraduate Computer Science Student 2023 - Present  
Amir Kabir University of Technology