

Siavash Pourdeilami

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Experience

Ministry of Energy, Northern Development and Mines

Toronto, ON

SOFTWARE ENGINEER (CO-OP)

Jan 2020 – May 2020

- Developed a website to act as a portfolio and central data hub for our branch using Django.
- Implemented multiple pipelines to fetch, process and visualize real-time data using Chart.js
- Created a real-time data request tool to allow users to process data on our SQL server and visualize their queries through a wide range of visualization tools.
- Researched multiple Microsoft Azure solutions in order to integrate them in the branch's back-end in the future.

Terrene

Waterloo, ON

SOFTWARE ENGINEER, INTERN

May 2019 – Sep 2020

- Developed several Python programs to grab data from a webpage, format and then process data to train a machine learning model using an AutoML engine.
- Created predictive models for different applications such as retail sales, predicting daily, weekly and monthly sales. One of those models used historical sales data of restaurants to predict how much of each item they would need to order in the future.
- Developed multiple pipelines to continuously fetch new data and re-train existing models.
- Researched and integrated algorithms to determine correlation between thousands of unique variables in a dataset.

Tech. Skills

Programming Languages: Python, C++, Javascript, SQL, HTML, CSS, SAS, Scheme

Technologies: Flask, Django, Bash, Git, Azure, AWS, ArcGIS, MySQL, OAuth, Power BI

Projects

qUERify

- Developed a website that provides a unique customizable overview of the user's listening history.
- Retrieves the lyrics to each song using the Genius API and visualizes the data.
- Creates a new playlist based on the user's favourite tracks (an algorithm that looks into each song's key, BPM and other variables such as energy, danceability and loudness).

Interactive Website

- Created an interactive website using Flask.
- Includes user management, data encryption, two factor authentication, image compression and a file management system for uploads made by individual users.

Python & C++ Game

- Designed a 2D shooting game developed using PyGame which consists of randomly spawned creatures on the right side of the screen alongside the user-controlled character on the left side; the aim of the game is to beat one's high-score by eliminating the creatures.
- Developed a similar implementation of the game using SFML in C++.

Shopify Store

- Created and managed an e-commerce store. Worked in a team to handle products, billing, marketing, customer support, and shipping.

Education

University of Waterloo

Waterloo, ON

BES IN GEOMATICS

Sep 2018 – May 2023

Awards

2017 **CPA: Programming Essentials i C++ certification from C++ Institute,**

Cisco Networking Academy

2017 **Internet of Things certification,**

Cisco Networking Academy