Vahid Mostofi

vahidmostofi.com linkedin.com/in/vahid-mostofi/ github.com/vahidmostofi Email: vahid.mirzaebrahimmo@ucalgary.ca

Email: vahidmostofi@outlook.com

Mobile: +1-403-560-0805

Calgary, CA

EXPERIENCE

Advertiise Calgary, CA

Freelance Backed Developer

Feb 2021 - Apr-2021

- Backend Developer: Finalizing and maintenance of the REST API based backend.
- **DevOps**: Implementing the CI/CD pipeline.
- o Languages and Technologies: NodeJS, GitLab, MongoDB, Heroku.

AlgoFactory

London, UK

Freelance Model Developer

Aug 2020 - Nov-2020

- **Developer**: Development and implementation of auto-trading algorithm based on **financial data** in QuantConnect platform.
- $\circ~$ Infrastructure: Improve the performance of offline testing using contain erization.
- Languages and Technologies: Python, Docker, QuantConnect.

Rahnema Tehran, IR

Freelance Backend Developer

Apr 2019 - Jul 2019

- o Backend Developer: Designing and developing of an Applicant Tracking System.
- o DevOps: Implementation of CI/CD pipeline for separate backend and frontend deployment.
- o Languages and Technologies: OAuth2.0, Java Spring Boot, MySQL Database, Nginx.

Rahnema Tehran, IR

Machine Learning Internship

Nov 2018 - Mar 2019

- **Recommendation System**: Designing and Development a recommendation system for a push notification app as part of a group.
- Image Classification: An Image classification task for a Kaggle competition of classifying different Wahles. Used Siamese network to train a distance metric learning model. The model finished with a bronze medal in the top 6%.

YOUTABGAMES Tehran, IR

Co-founder, developer

Aug 2015 - July 2017

• Game Designer/Developer: Designed, developed and published three arcade games for Android and iOS using swift, cocos2d-x and Unity. Video of a sample game available at Youtube.

EDUCATION

Master of Computer Engineering

Sep. 2019 – (expected: Summer 2021)

University of Calgary

Calgary, CA

- Microservice Configuration Tuner: Design and Implementation of a microservice based application performance optimizer (developed in Go).
- Custom Kubernetes Autoscaler: Design and Implementation of a Kubernetes autoscaler (developed in Go).

Master of Computer Engineering

Sep. 2017 – Aug. 2019

Shahid Beheshti University

Tehran, IR

• Generating Heterogeneous Graphs: Generating heterogeneous graphs exploiting Deep Generative Models (GAN) using Tensorflow, Keras.

Bachelor of Science in Computer Science

Sep. 2011 – Feb. 2016

University of Tehran

Tehran, IR

NOTABLE SIDE PROJECTS

- Nginx wrapper for monitoring http requests: Spring 2021, A pluggable wrapper on Nginx that enables monitoring and reporting HTTP request information (i.e. response times, status) through **Telegraf** to different outputs.
- Distributed Link Prediction using Node Embeding: Fall 2019, Design and implementation (using Apache Spark) of an algorithm for distributing the process of node embeding to achieve link predication in large graphs (available at github)
- Search Engine for Stackoverflow dataset: Winter 2017, A search engine using Apache Lucene (developed in Java) for Stackoverflow public dataset. The search engine could be searched based on different factors like, answers, questions, tags
- Angry Bird (Game) Automatic Level Generator: Fall 2017, Creating a configurable and automatic level generator for Angry Birds, levels are randomly generated, playable and physically stable. (available at github)

Programming Languages / Frameworks / Technologies

• What I have been using mostly in past three years: Go, Python, Docker, Kubernetes, AWS, Linux environment, Bash scripting, Java, Javascript-Node, SQL, Data Science related Python libraries.