Yasaman Forouzesh

Software Engineer
Woodland Hills, CA
(818)-213-3350
yasamanforouzesh93@gmail.com
LinkedIn, Github

PROFESSIONAL SUMMARY

Backend Software Engineer with 4+ years of experience building production-grade APIs and distributed systems using Golang and PostgreSQL. Skilled in PostgreSQL database design, schema migrations using go-migrate, and optimizing performance in high-traffic services. Experienced using Docker and Kubernetes to build and deploy scalable microservices.Commited to writing clean, well-tested code to ensure code quality and reliability. Proven ability to collaborate effectively with front-end teams to deliver seamless user experiences. Passionate about learning more about distributed systems and contributing to tools that help founders build and manage their businesses.

SKILLS AND TECHNOLOGIES

Languages: Go, C++, JavaScript, Python
Libraries and Frameworks: Squirrel, Sqlc, Go-Swagger
Database: PostgreSQL, MongoDB
Tools: Docker, Kubernetes**,** GitLab, Jira

PROFESSIONAL EXPERIENCE

Back-End Developer
DYL | Los Angeles, CA   October 2021 - present

- Engineered and maintained a core PostgreSQL database,improving query performance approximately 30% and ensuring scalability for a CRM application supporting over 10000 users.
- Developed and deployed a Go based automated worker that streamlines re-billing, freeing up the equivalent of one full-time employee.
- Integrated Authorize.net API for secure payment processing, ensuring PCI compliance and reducing fraudulent transaction attempts by 20%.
- Developed dynamic SQL queries using Squirrel, enabling flexible and efficient data retrieval and updates for critical reporting features.

- Actively participated in peer code review, providing constructive feedback that improved code quality and reduced bugs by an estimated 60%.
- Collaborated with QA to develop and execute comprehensive test plans for new features, ensuring high-quality release.
- Partnered with front-end developers to guarantee seamless data integration and API responses aligned with their requirements.
- Worked with UI/UX designers to explain back-end logic and contribute to user story creation, ensuring a user-centered approach to feature development.
- Proactively identified and resolved potential roadblocks during sprint planning, contributing to consistent on-time delivery of sprint goals.
- Consistently meet deadlines and deliver quality features, earning recognition for reliability and effective communication.

Computer Science Tutor

Pierce College | Los Angeles, CA   October 2019 - December 2020

- Provided one-on-one tutoring to students in Intro to Computer Science classes; Assessed current skill level; addressed challenges, and debugged the students C++ program to solve their problems.
- Reviewed the concepts that were difficult for students, utilizing white boarding practice and reteaching computer science fundamentals.
- Adjusted teaching and communication style to the personality.

EDUCATION

Software Engineering Immersive Program
General Assembly | Remote   December 2020 - March 2021

Full-stack software engineering Immersive student in an intensive,twelve-week, 450+ hour program focused on product development fundamentals,object-oriented programming, MVC frameworks, data modeling, team collaboration strategy. Developed a portfolio of individual and group projects.

Bachelor's Degree in Computer Science
Azad University | Tehran, Iran   Graduated 2016