



# ABBAS TOOF

Software Engineer

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 Helsinki [abbastoof](#) [abbastoof](#)

## SKILLS

- C
- C++
- Python
- Django
- Django REST Framework
- FastAPI
- Git
- Docker
- LaTeX
- Socket Programming
- Embedded Programming
- Network Infrastructure
- UNIX
- System Administration

## LANGUAGES

- English - Fluent
- Persian - Native

## CERTIFICATES

- CISCO CCNA - Issued on 07.2022
- Meta - Databases for Back-End Development - Issued on 12.2023
- Meta - Back-End Development - Issued on 01.2024
- Meta - Django Web Framework - Issued on 01.2024

## EDUCATION

Software Development | [Hive Helsinki](#)

2022 - Present Helsinki, Finland

Assoc. Degree in Comp. Sci. | [SafaShahr Azad University](#)

2005 – 2008 Iran

## ABOUT ME

Aspiring software developer with a strong networking background and proficiency in Django REST Framework, proficient in C, C++, and Python. With practical experience in building backend solutions, I am eager to contribute to innovative projects within the cryptocurrency and blockchain space. Possessing strong teamwork and communication skills, I am ready to excel in diverse, globally distributed teams.

## PROJECTS

**User Rating API - Django REST Framework** (2023)  
Utilized authentication and validation mechanisms within DRF to manage user reviews for menu items of an imaginary restaurant.

**Restaurant Menu API - Django REST Framework** (2024)  
Added functionalities such as pagination, ordering, and searching in an HTML form using DRF.

**Restaurant Website - Django** (2024)  
Developed a website for a fictional restaurant with Home, About, Booking, Menu, and Menu Item pages. Enhanced user experience by designing an interactive Menu section and detailed Menu Item descriptions, streamlining reservations.

**Wolt Internship Assignment 2024: Fee Calculator Python - FastAPI**  
Developed a comprehensive delivery fee calculator for Wolt. The tool computes charges dynamically based on cart total, delivery distance, item count, and timing. Aimed to enhance pricing transparency and customer satisfaction.

**FT\_IRC - C++ SOCKET PROGRAMMING** (2024 - Present)  
Developed an IRC server from scratch adhering to the standards of C++98, deepening understanding of networking and communication protocols.

**Minishell - C Programming - Unix** (2023)  
Developed a lightweight UNIX shell clone in C, emulating essential functionalities such as cd, echo, exit, environment variables, redirections, and pipes.

**Cub3D - C Programming - Ray Casting** (2023)  
This project draws inspiration from the iconic Wolfenstein 3D game, simulating a dynamic view within a maze using ray casting techniques.

## EXPERIENCE

IT Network Specialist | [Diverse Professional Background in On-site and Remote Settings](#)

2014 – 2021 Iran

- Redesign and maintain LAN network.
- Provided remote support through online platforms and email.
- Perform server, switches, and wireless routers configuration.
- Implementing and monitoring backup solutions remotely.