Abtin Tabrizi

□ abtin.tabrizi2@gmail.com | □ abtintabrizi | □ Abtin Tabrizi | ⊕ abtintabrizi.ca

Skills ___

Languages C#, C++, C, Angular, HTML, CSS, R, Python, Bash, Racket, LaTeX

Tools .NET, Git, Visual Studio, Postman, Azure, Bootstrap, Figma, Trello, Unity

Education _____

University of Waterloo

Waterloo, ON

Candidate for Bachelor of Computer Science, Honours Computer Science

Sep. 2020 – May 2025

- cGPA: 4.0/4.0, 92.1% average
- Relevant Courses: Object-Oriented Software Development, Data Structures & Data Management, Algorithms, Elementary Algorithm Design & Data Abstraction, Intro to Database Systems, Operating Systems
- Awards: Term 1A-2B Dean's Honour List, President's Scholarship of Distinction

Experience _____

Software Developer Intern

Toronto, ON

Thomson Reuters

May 2022 – Aug. 2022

- Created and updated **REST**ful APIs implementing .**NET**'s entity framework in **C#** completing 6 backlog items, fixing 8 bugs, and correcting over 20 code smells
- Modified customer-facing frontends in HTML, Sass, and AngularJS used by 75% of Am Law 200 firms
- Participated in Scrum rituals and DevOps practices such as CI/CD and microservices
- Collaborated with a globally diverse team spanning multiple time zones and different roles

Project Team Member

Waterloo, ON

Waterloo Experience Accelerate Program: Microsoft Azure & Al

May 2021 - Aug. 2021

- Designed a prototype application that applies artificial intelligence through Microsoft Azure services such as
 Functions and Cognitive Services to prevent senior fraud through banking emails
- Presented a business pitch on the prototype to an RBC mentor resulting in very positive feedback on the prototype
- Learned about Microsoft Azure and AI resulting in the AZ-900 and AI-900: Azure AI certifications

Projects _____

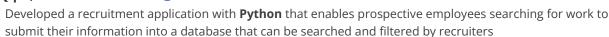
Straights | CS 246 Final Project

- Recreated the straights card game in C++ with text-based I/O that can be played by four players
- Leveraged the **MVC/Observer** design pattern leading to maximized cohesion and minimized coupling between input, output, and logic
- Managed human and computer players through **inheritance** and a **polymorphic** parent class
- Handled memory management by using references and smart pointers

Dungeon Game | 2D Unity Roguelike

- Scripted behaviour including interface, animations, controls, movement, attacking, and items in **Unity** with **C#**
- Used an **inheritance** hierarchy for easy maintenance and expansion of objects like players and enemies
- Implemented enemy pathfinding and artificial intelligence with the A* search algorithm
- Procedurally generated maps from premade modular levels created with Unity Tilemaps

Hire-iQ | iQmetrix Hackathon 2021



• Stored employee information in an SQLite database and created a graphical interface with Tkinter