

# Abtin Tabrizi

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## Skills

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

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

## Education

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### 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

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### Software Developer Intern

Toronto, ON

Thomson Reuters

May 2022 – Aug. 2022

- Created and updated **RESTful** 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 & AI

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

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### 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

- Developed a recruitment application with **Python** that enables prospective employees searching for work to submit their information into a database that can be searched and filtered by recruiters
- Stored employee information in an **SQLite** database and created a graphical interface with **Tkinter**