

# Ali Soltani Nezhad

Data Analyst at Shiraz University

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[alisoltani.ir](https://alisoltani.ir)

## Work experience

Data Analyst Shiraz University Data Analyst	2017-07 - Present
BI SQL Developer Shiraz University Business Intelligence Project	2017-07 - 2018-01
Freelance Software Developer Self-employed Freelance Software Developer	2012-01 - Present

## Education

MSc. Shiraz University Computer Software Engineering	2016 - Present
B.Eng Hamadan University of Technology Computer Hardware Engineering	2012 - 2016

## Other Skills

Linux Maintenance (LPIC -1)



Finished LPIC-1 Course from South Industrial Management Institute (Iran) ([simi.ir](http://simi.ir))

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Apache Zeppelin



Unity 2D Game Development



C# Scripting

Finished multiple courses on game development using Unity.

Cryptography



I have implemented multiple programs to break one-time padding and vigenere cipher using C (they had some constraints to make them breakable)

## Programming Skills

C/C++



Multi-threaded Programming

Cryptography

OpenMP/MPI

Java



Android Development

Core Java Development

SQL and Data Extraction



Business Intelligence SQL Development  
Experience (6 mo.)

Python



- Moderate knowledge of Pandas

- Audited a course on NLP with python

C#



Scripting in Unity

WF app development

Passed a course in Shiraz University  
(100/100)

## Familiar with

- Apache Spark

- Apache Hadoop

- Apache Zeppelin

- Apache Storm

- Apache YARN

- MapReduce

- RDDs

- Apache Mesos

- Apache NiFi

## Android Development (Java)



## Machine Learning



Basics

## AVR - Codevision C



ATMega16-32 C Programming

## Html/CSS



<http://alisoltani.ir>

## Languages

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### English



Fluent (Native)

I've been studying English from my early childhood up until now and I have work experience in the Tourism Industry.

## Portfolio

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- As my MS project I am currently working on Emotion Analysis on Textual Data from Social Networks. I am working on the Sentiment140 dataset of tweets( available on Kaggle.com) and I'm going to evaluate and take use of machine learning algorithms and the social network of the person available to us, to discover more about human emotions and influences on it. In these two years I've studied and worked with different BigData handling and processing systems like Apache Hadoop, Apache Spark, Apache Zeppelin and I have experience working as a Business Intelligence SQL developer. I also Studied Text Mining, Neural Networks, Multithreaded and Multiprocessor application development, Advanced Algorithms and Software Architecture.

I have also implemented multiple Meta-heuristic algorithms in C++ for the OPHS Problem (available on my GitHub).

- In my Bachelor years I was much into Cryptography and I loved the mathematics and probabilities that we had to work with to decode data. I passed a Cryptography course on Coursera.org taught by prof. Jonathan Katz, which was from the University of Maryland. I also built a small AVR module that could be integrated into other devices to do stuff based on the temperature of that place. I also made two games as course projects, one was a simple game like tic-tac-toe using BGI in C, and the other one I made using Handles in C++ to deliver a multithreaded score, game and time system to the user.

- As my BS project, I have developed a WiFi chat application using sockets for android. (available on my GitHub).

- I have implemented two algorithms to break one-time padding and Vigenere cipher encryption algorithms with few constraints (available on my GitHub). In the case of one-time padding, the constraints where a must to make the breaking possible.

- I have made a 2D Endless Runner game using Unity (available on my GitHub).