

Ali Soltaninejad

Backend Developer/Data Scientist

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alisoltani.ir

Work experience

Software Engineer - Backend 2022-08 - Now

SatPlat - satplat.com

- Technologies : Django, git, Docker, PostgreSQL, REST APIs

Freelance 2021-02 - 2022-07

(Compulsory Military Service)

- As I've been passing my compulsory military service, I worked on multiple freelance projects.

Software Engineer - Backend Developer 2020-01 - 2021-01

Romand.ir

- Chatbot Web Application Backend Technical Lead (<https://romand.ir>)

- Managed and Instructed multiple interns

- Technologies : Django, Channels (Websockets), git, REST APIs

Software Engineer 2020-01 - 2021-01

Asr Gooyesh Pardaz - Tehran, Iran

- Linux Server Administration and Management

Data Analyst 2017-07 - 2019-09

Shiraz University

- Deep Learning, Sentiment Classification

- Technologies: Keras, Jupyter

BI SQL Developer 2017-07 - 2018-01

Shiraz University

- Business Intelligence Project

- Technologies : SQL, Apache Zeppelin, Apache Spark

Education

MSc. 2016 - 2019

Shiraz University

Computer Software Engineering

B.Eng 2012 - 2016

Hamadan University of Technology

Computer Hardware Engineering

Other Skills

Deep Learning

- worked with multiple models

- Currently working on RNN and CNNs with attention layers.

Programming Skills

Python - Django

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- Experienced Django Developer
- Design and Implement REST APIs
- Database Design
- Familiar with AI and data science tech; Keras-Pandas- etc.

C/C++

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Multi-threaded Programming
Cryptography
OpenMP/MPI
Meta-heuristic algorithms

SQL and Data Extraction

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Business Intelligence SQL
Development Experience (6 mo.)

C#

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Game Scripting in Unity
Windows app development

Java

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Android Development
Core Java Development

Technologies

- Django

- Nginx

- REST APIs and websockets

- Unity

- Apache Spark, Zeppelin, NiFi

- Git

- Keras

- PyQT

Linux Administration and Maintenance

Finished LPIC-1 Course from South Industrial Management Institute (Iran) (simi.ir)
License No. 2747-8328-4852-2155

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)

Android Development (Java)

Html/CSS

<http://alisoltani.ir>

Languages

English

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

Portfolio

- As for my MS project I've worked on Sentiment Analysis on Text Data from Social Networks. In this project, I've used Deep Learning to train a classifier. In these couple of 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 for 6 months. I also Studied Text Mining, Neural Networks, Multithreaded and Multiprocessor application development, Advanced Algorithms and Software Architecture.

I've 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 encrypt/decrypt data. I passed a Cryptography course on Coursera.org taught by prof. Jonathan Katz, which was from the University of Maryland. I've 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 for my BS project, I developed a chat application for android using Java. (available on my GitHub).

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