ALI B. KARIMI

Software & Automation Engineer
Masters Candidate

PERSONAL DATA

Birth Date: 09.06.1995

PRESENT ADDRESS

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UNIVERSITY EMAIL

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WEBSITE

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LANGUAGES

English   (*Full Proficiency*)
German   (*Advanced*)
Italian   (*Intermediate*)
Persian   (*Native*)
Turkish (*Native*)

EMPLOYMENT & EXPERIENCE

AUTOMATION ENGINEER
NOV. 2020
PRONTOPRO - MILAN / ITALY
- Maintain existing automation technologies.
- Define clear road maps to guide automation projects from conception to final implementation.
- Design and Implement automated web crawlers (Spiders/ Scanners) mostly done in Python with Selenium, Scrapy under Linux.
- Managing several VPS servers running the scanners.

SOFTWARE ENGINEER
NOV. 2020
Routefusion - Texas / United States
- Responsible for creating data pipeline through scraping all over the internet and ingest them to the database.
- Automate the process as much as possible.
- Developing spiders to crawl the web and directories and extract data.
- Tech: trying to be purely in Python3 + Bash Scripts & Cronjobs under Linux

SOFTWARE DEVELOPER
NOV. 2020
Fenichey LLC - Connecticut / United States
- Development of an internal web application deployed on Heroku.
- Maintaining the application and developing features.
- Tech: Python3 - Flask - Heroku - REST API - HTML - JS - CSS

R&D SOFTWARE ENGINEER
2019 - 2020
Barco Control Rooms GmbH - Karlsruhe / Germany
- Shell scripting and Cronjobs for daily automation on Linux machines e.g., cleanup of file systems.
- Design and implementation of automated tests for API's (Pytest framework under Linux machines).
- Manage and Analysis of tests and continuous build on Jenkins and writing test reports.
- REST API design (JavaScript).
- Assisted in creating the environment for Docker Migration.
- Data gathering and analysis from displays around the globe within cloud database (Data pipelines).
- Working in Agile / Scrum environment.
- Using Git for SCM/version control systems in the team.
- Used Genetic algorithms in data pipeline scenarios.
- Setting up RaspberryPi farms for simulations.
- Code reviews, bug fixing and refactoring the code base.
- Automating tasks for developers to work more efficiently under Linux systems (Ubuntu , CentOS).

VR DEVELOPER AND CREATIVE ADVISOR
2019 - 2020
SIEMENS | Virtual Reality lab - Karlsruhe / Germany
- Identified insights for better VR project design.
- Design and implementation of training environment for Cyber Security scenarios.
- Development under Unity game engine and C#.
- Utilizing Linux machines.
- Git maintenance and support.

ACADEMIC HISTORY

MASTERS CANDIDATE IN COMPUTER SCIENCE
2019 - 2021
Karlsruhe University of applied science - Karlsruhe / Germany
Course Highlights: AI & Machine learning, Programming paradigms, Reliability engineering
Positions: VR developer in VR lab by Dr. Prof. Alexei Konnov

MASTERS CANDIDATE IN COMPUTER SCIENCE
2018 - 2019
University of Milan, Milan / Italy
Course Highlights: Information retrieval, Information management, ML for industry and supply chain
Positions: Member of IEBI lab (Industrial, Environmental & Biometric Informatics)

BACHELORS OF SCIENCE IN COMPUTER SCIENCE
2013 - 2017
K.N. Toosi University of Technology, Tehran / Iran
Course Highlights: Control Systems, Computer Architecture, Advanced Computer Programming