ALI ERFANIAN OMIDVAR

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OBJECTIVE

A job opportunity that will allow me to utilize my problem solving skills and attention to detail to further develop my abilities in the field of computer engineering and teamwork.

SOFTWARE SKILLS

- C++
- Python
- Git
- Html5
- CSS
- Angular 5
- Django (Familiar with basic codes and program structures)
- JavaScript
- Java (Spring)
- PostgreSQL
- MongoDB

EDUCATION

- B.Sc. in Computer Engineering   September 2016 – September 2021

  Iran University of Science and technology, Tehran, Iran

REPRESENTATIVE PROJECT

- **Dual-tone multi-frequency signaling (DTFM)** , Undergraduate Signal Course, Department of Computer engineering, IUST, Tehran, Iran, May, 2019

- Developed a program (in Python), using the NumPy and FFT library to detect the voice-frequency band over telephone lines.

- **Car License Plate Recognition**, Undergraduate Artificial Intelligent Course, Department of Computer engineering, IUST, Tehran, Iran, January - February, 2018

  - Developed a program, using the CNN Neural Network to detect the Car License Plate.

- **Tehran Car**, Undergraduate Software engineering Course, Department of Computer engineering, IUST, Tehran, Iran, September - February, 2018

  - Team lead developer and head of Front-end development in the creation of a Car Rental Website, using the HTML5/CSS/JS for Front-end and Django for Back-end.

- **Teachant**, Undergraduate Analysis and design of systems Course, Department of Computer engineering, IUST, Tehran, Iran, March - June, 2018

  - Team lead developer and head of Front-end development in the creation of Requesting a Tutor Website, using the HTML5/CSS/JS/ for Front-end and Django for Back-end

- **Stronghold (Video game),** Undergraduate Advance Programming Course, Department of Computer engineering, IUST, Tehran, Iran, May, 2017

  - Developed a shortest-based routing algorithm in a Strategy game, using an A*algorithm, tasks were prioritized based on proximity to the location.

WORK EXPERIENCE

- Backend developer and frontend developer at Medrick game studio   September 2019 – April 2021:

  - Development: Work with Java, spring framework, PostgreSQL, MongoDB, Git, Angular and so on.

  - Participation in designing and building new features.

  - Refactoring older components and low-quality codes.

  - Pair programming and reviewing other people's code.

  - Optimizing and scaling the system for better performance

- Manager of computer engineering scientific association, IUST, Tehran, Iran.

- Executive Manager of chillinwars Competitions (2018/2019).

- Teacher Assistant :

    o **Introduction to programming (with C++) Course**, Department of Computer engineering, IUST, Tehran, Iran, September - February, 2018

    o **Analysis and design of systems Course,** Department of Computer engineering, IUST, Tehran, Iran, spring 2019

    o **Software engineering Course,** Department of Computer engineering, IUST, Tehran, Iran, September - February, Fall 2018 & Fall 2019 & Fall 2020

SOCIAL MEDIA

- http://instagram.com/ali_erfanian_o
- https://twitter.com/alierfanian97