Ali Piry

As of May 2021

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Education

2016-Present B.Sc., Computer Software Engineering, Qazvin Azad University, Qazvin, Iran.

2012-2016 **Diploma**, Mathematics and Physics, Allame Tabatabei High School, Qazvin, Iran.

Work Experience

2020-Present Full-Stack Developer, Hike Studio, Cologne, Germany

Hike Studio is a close team of designers, developers, and engineers who work together to create dynamic applications and engaging digital experiences. It works with organizations to improve processes, track data, and solve problems through custom web and application development.

2019-Present **Full-Stack Developer**, KARJOO+ Startup, Qazvin, Iran

KARJOO+ is a social network for sharing skills and competencies. It is mainly used for networking, team-building, team-composition, and recruitment.

2017-2019 Development Team Member, NAO Humanoid Robot Lab, Qazvin Azad University, Iran Research, design, and implementation of a behavior control system of NAO robot in soccer game using programming and teamwork skills, publishing papers and technical documents, and participating in international RoboCup competitions.

Projects

2020-Present **Medching Web Application**, Hike Studio

Responsible for developing and maintaining web application using ReactJS, TailwindCSS, Material-UI, NodeJS, PostGraphile, GraphQL, Apollo, PostgreSQL, etc.

2020-Present **Appromed Dashboard**, Hike Studio

Responsible for developing and maintaining dashboard application using ReactJS, NodeJS, PostGraphile, GraphQL, Apollo, PostgreSQL, etc.

2020-Present KARJOO+ ATS Dashboard, KARJOO+ Startup

Responsible for developing and maintaining dashboard application using ReactJS, NodeJS, PostGraphile, GraphQL, Apollo, PostgreSQL, NextJS, TinaCMS, S3, Minio, NodeMailer, etc.

2019-Present KARJOO+ Mobile Application, KARJOO+ Startup

Responsible for developing and maintaining iOS and Android applications using React Native, NodeJS, GraphQL, Apollo, MySQL, etc.

2018-2019 Single-Agent Behavior, NAO Humanoid Robot Lab, Qazvin Azad University, Iran

Implementation of a module to make the robot behave like a human in a soccer field, find a stable solution for evaluating all the existing obstacles, detect blind spots of goal to score a goal properly.

2017-2019 **Multi-Agent Coordination**, NAO Humanoid Robot Lab, Qazvin Azad University, Iran It is mainly inspired by the Positioning to Win at the Simulation3D league. Having a general framework for multi-agent coordination is an essential part of good soccer playing team of robots. Time cost measurement has used instead of distance measurement in this module.

Honors and Awards

- 2017-2019 Recipient of Scholarship from Qazvin Azad University, Iran
 - 2017 2nd Place of SPL, RoboCup Asia-Pacific 2017, Bangkok, Thailand
 - 2017 Make up to Quarter Final of SPL in World RoboCup 2017, Nagoya, Japan
 - 2017 2nd Place of SPL, RoboCup Iran Open 2017, Tehran, Iran

Publications and Reports

- 2018 Shahroudi, N. and **Piry, A.**, Task Assignment Module. Multi-Agent Coordination of the NAO Humanoid Robot in Standard Platform League.
- 2018 Shahroudi, N., Sharpasand, M.A., Piry, A., et al., MRL-SPL Team Research Report 2017.

Skills

Social Skills Teamwork Experience, Scrum, Agile Software Development.

 $Programming \quad JavaScript, \ TypeScript, \ GO, \ ShellScript, \ C/C++.$

Languages

Frameworks HTML, CSS, ReactJS, React Native, NodeJS, GraphQL, Apollo, PostgreSQL, Postgraphile, and Libraries PL/pgSQL, MySQL, Sequelize.

Misc Linux, VIM, Git, SQL, Qt, Eclipse, VSCode, Yarn, Npm, Homebrew, FishShell, Tmux, Makefile, CMake, Latex.

Languages

Persian Mother-tongue English Conversational

Interests and Activities

Sports Hiking, Running.

Reading Lifestyle, Philosophy, Mystery, Historical-fiction, Speculative-fiction.

Movies Science-fiction, Thriller, Drama, Western.

Music Alternative Rock, Progressive Pop, Hip hop, Country, Folk.

References

Available upon request.