Alireza Kavian

C.E.O at Brilacasck

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Also known as **@alireza_kay** or **@alirezakay** on social networks.

So far, I've passed **3 years of university**.

In free times, I do learn more about my favourite fields like web development, User Interface/Experience and researching the relevant issues.

I gained experience through various projects of University in several fields of #CE
My major skill is on **front-end** development.

To know more about my works, take a look at my linkedin and brilacasck corp.

I'd like to expand my experiences, every day :)
Also to study at the ' **University Of Toronto** ' in Canada OR ' **ETH Zurich** ' in switzerland some day

Experience

C.E.O at Brilacasck
JULY 2017 - PRESENT

Chief Execution Officer

Brilacasck

In **2017** I founded this company alongside with my friend @soheilch .

To gain more experience, we've done diverse projects in different fields of our courses together in university.

Then after a year with another friend ours (@amirhkh), we did extend our team.

After that we are a young small team with full of creativity and incentives.

A self-employed organization working in the way of **Agile development.**

Developer Internship at Ysorkh
JULY 2018 - PRESENT

Developer

Ysorkh

I've got my internship in some fields of **Network/Web Security**, **Web SEO** and **Professional Web Development** for deciding what would be the best to concentrate on.

K. N. Toosi University of Technology

Bachelor's degree, Computer Engineering,

In 2015, I got entered to the university with great inducements for progressing

Till now my total average grade has been: **18.43** (of 20)

KNTU University In Tehran, Iran

Skills

Global Skills

- Scrum Project Management
- Team Management
- Idea Performer
- Teaching
- Soccer (GoalKeeping | Defending)
- Ping-Pong

Programming

- **Industry Knowledge**
  - Front-End Development
  - Web Development
  - Software Engineering
  - AVR Programming
  - PhotoShop
  - 3D Max
  - Microsoft Office (powerpoint - word - excel)
  - Agile Developing
- **Tools And Technologies**
  - Javascript
  - CSS
  - Linux
  - HTML
  - JQuery
  - ReactJS
  - AngularJS
  - Bootstrap
  - PHP
  - SQL
  - Python
  - C
  - C++
  - Intel X86 Assembly (NASM)
  - AVR Assembly
  - Android
  - VHDL

Web Designing (Front-End)

NOVEMBER 2017

University Of Tehran

Most concentrate on **html** / **css** / **javascript** / **jquery**

K. N. Toosi University of Technology

OCTOBOR 2017 TO JANUARY 2018

Science And Technology

Role: **Undergraduate Teaching Assistant**
Course: Theory of Language and Automaton
Professor: Dr. S.H. Khaasteh

K. N. Toosi University of Technology

FEBRUARY 2018 TO JUNE 2018

Science And Technology

Role: **Undergraduate Teaching Assistant**
Course: Compiler
Professor: Dr. S. Sedighian Kashi.

K. N. Toosi University of Technology

FEBRUARY 2018 TO JUNE 2018

Science And Technology

Role: **Undergraduate Teaching Assistant**
Course: Assembly Language (x86 Intel assembly language)
Professor: Dr. B. Nasihatkon

Simulating A Simple Text Editor With C Language

TERM 1 - 2015

https://alirezakay.github.io/showcase/term1

With using c / c++ language and also BGI graphical library for my first main programming major project

Simulating Graphical Plant Grwoth With Java

TERM 2 - 2016

https://alirezakay.github.io/showcase/term2

Using OOP (object oriented programming) in java Language and also graphical java framework JavaFX

Implementing DFS/BFS Algorithms With

TERM 2 - 2016

Java

https://alirezakay.github.io/showcase/term2

Using java / javaFX to commit this algorithms to an non-directed graph

Implementing A Simple Java Parser With Java Language

TERM 3 - 2016

https://alirezakay.github.io/showcase/term3

A simple compiler for java language for detecting typical errors using CFG (context free grammars) and CYK algorithm.

Implemented with java language

Implementing A Graphical Chess Game WithJava

TERM 4 - 2017

https://alirezakay.github.io/showcase/term4

A nearly pleasant graphical chess game implemented with java language and using JavaFX & JavaAWT.

Algorithms: min-max-tree & alpha-beta-game-tree

Simulating A Plenary CPU Using MIPS Concepts With VHDL

TERM 4 - 2017

https://alirezakay.github.io/showcase/term4

A MIPS-like processor implemented in VHDL language. (RISC CPU)

Creating A Full Compiler With Java

TERM 5 - 2017

https://alirezakay.github.io/showcase/term5

Using compiler concepts to create a complete compiler for parsing any languages you want to invent.

Using java / JavaFX

Creating An Online Shopping Website Using MySQL And PHP

TERM 5 - 2017

https://alirezakay.github.io/showcase/term5

A website like: digikala

implemented for the course 'Database'

With PHP, MySQL, Apache, Bootstrap

Simulating Micro Processor Communication With SystemC Language

TERM 6- 2018

https://alirezakay.github.io/term6

Communication between micro-processor and accelerator with shared memory in a bus context.

Using SystemC language for hardware-software co-design simulation

A duo team

Tiny Courseware System For Computer Engineers (TCS4CE)

MARCH 2018 TO JUNE 2018

https://alirezakay.github.io/term6

This project was going to be implemented for the course **Software Engineering** on aweb context.

I started implementation alongside my two other **team mates**. a trio team.

It was a good chance to expose the result of this project to the authorities of our college.

This project is a system for creating courses by teachers / compiling and running codes by students and get score at the same moment.

a handy courseware.

Languages

Persian (Native), **English** (Professional working proficiency), **Arabic** (Limited working proficiency)