ALI YAZDI

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ABOUT ME

I have been working as a Flutter developer and mobile team leader for two years. A Software Engineering graduate who interests in using Artificial Intelligence and Software Engineering in my work experiences. An open-source advocate who helps developers to solve their problems in development. I am looking for a better opportunity and willing to relocate anywhere.

WORK EXPERIENCE

Mate Machine Inc., Vancouver, Canada - *Remote*   *Jun 2020 – Present*
Flutter Developer

- Mate Machine is a dating social media startup company that currently is in stealth mode.
  - R&D about Flutter's best architecture design for the current requirements.
  - Implementing SignalR socket client and full-featured social media chat.
  - Handling unique Firebase notifications for each user.
  - Supporting other Firebase distribution plugins like Analytics and Crashlytics.
  - Implementing P2P WebRTC video chatting.

Tarafdari, Tehran, Iran   *Mar 2019 – May 2020*
Mobile Application Developer • ▶

- Tarafdari is the first and most popular sports social media network with millions of users in Iran, providing official news and live scores of national and international matches.
  - R&D about Flutter framework as the migrating framework for the android application.
  - Developing requirement APIs for the application in Drupal.
  - Implementing the requirement plugin for the application media notification.
  - Adding features like downloadable multimedia content, live score matches, and social media profiles.
  - Implementing TV Sports matches streaming with Live Chat on the SocketIO.
  - Supporting Firebase distribution plugins like Notifications, Analytics, and Crashlytics.
  - Reaching more than 200k active users with less than 0.3% crashes on the Google Play Store and the local stores.

EDUCATION

Amirkabir University of Technology, (Tehran Polytechnic), Tehran, Iran   *Sep 2015 – Jan 2020*

- Bachelor of Engineering (BSc.) in Computer Engineering, Software, Ranked 1st in Iran.
  - Thesis: Designing and Implementing Location Based Social Network Recommendation System
  - Adviser: Prof. Mohammad Rahmati, Record No.: 44430, Thesis No.: B9 1668, Year: 2020

Adab High School. Tehran, Iran   *Sep 2011 – Jun 2014*

- Diploma in Mathematics and Physics, *GPA: 19.31 / 20.00*

HONORS & AWARDS

- Most installed sport application in Iran for Tarafdari application   *May 2020*
  - We could reach more than 200k active users on the Google Play Store after migrating to Flutter.
- First Place in the 12th Iran Web and Mobile Festival (IWMF)   *Feb 2020*
  - For the Best Sport Mobile Application among 7k applications.
- Ranked in top 0.2% among more than 180K participants   *Jul 2015*
  - In Nation-Wide University Entrance Exam among all Iranian Student of Physics and Mathematics.
- Qualified for the Second Round of Olympiad among more than 70K participants   *Jul 2013*
  - In the Iranian Physics Olympiad and Mathematical Olympiad.

TECHNICAL SKILLS

- Programming Languages
  - **Dart, Python, Java**, C/C++, PHP, Assembly
- Mobile & Web Development
  - **Flutter, Django, Django Rest Framework**, Android
- Database & Operating Systems
  - **Linux (Ubuntu), PostgreSQL**, MySQL
- Tools & Technologies
  - **Docker, Git, LaTeX**, WebRTC, Scikit-learn, Pandas, Microcontroller Programming, Bash Scripting
- Other
  - **Software Systems Engineering, Cross-Platform Application Development**

PUBLICATIONS

MEDIUM

[1] A. Yazdi, "Using Software Engineering methods to design and build a fully responsive and adaptive mobile, desktop, and web application" ,
The first part of the Software Engineering approach in Cross-Platform Programming with Flutter, *Flutter Community*, Jan 2021.

[2] A. Yazdi, "Designing and building the Flutter application structure using the Bloc pattern in the micro-service architecture" ,
The second part of the Software Engineering approach in Cross-Platform Programming with Flutter, *Flutter Community*, Jan 2021.

[3] A. Yazdi, "Designing and developing the Flutter application data models and backend using the Build value and Bloc pattern" ,
The third part of the Software Engineering approach in Cross-Platform Programming with Flutter, *Flutter Community*, Jan 2021.

PROFESSIONAL PROJECTS

- **The Location-Based Recommendation System**, *Django, Rest Framework, Scikit-learn, Flutter*
  A microservice recommendation system recommends by the mixture of content-based and collaboration recommendation algorithms based on user location-based social media networks like Foursquare and Google Map. The services include:
  - Django Rest Framework API service.
  - Foursquare API connection service.
  - Open Street Map location datasets scrapping service.
  - Recommendation service.
  - Flutter application service using Google Map to show recommendation spots.

- **The Flutter Portfolio Application**, *Flutter*
  Designing and Building a responsive Flutter gallery application for any platform.

- **The Flutter Gallery Application**, *Flutter*
  Designing and Building a micro-service architecture responsive Flutter gallery application for Computer Engineering graduates uses in any platform.

- **The Flutter Media Notification Plugin**, *Java, Flutter*
  Designing and Building a Flutter Plugin helps developers show their media notification and control streaming media beyond the Flutter application.

- **The Flutter Chat Application**, *Flutter, SignalR, WebRTC*
  Designing and Implementing a full-featured (simple message, multimedia message, voice, video) flutter chat application by SignalR and WebRTC.

ACADEMIC PROJECTS

- **NUMEX Interpreter**, *Racket*

  Designing a simple interpreter NUMEX programming language with Racket for Programming Languages course.

- **Planet vs Zombies Game Application**, *Java*

  A 2d game similar to Plant vs Zombies game using java object oriented programming for Advanced Computer Programmings course.

- **Digital Watch Microcontroller**, *C*

  A digital watch with LCD and alarm using microcontroller ATMEGA16 for Microprocessor and Assembly Language course.

- **Finite State Machine Search Engine**, *Java*

  Creating four types of data structure and searching using AVL-tree, balance-TST, trie-tree and hash Data Structure and Algorithms course.

- **UDP to TCP Proxy**, *Python*

  A python proxy that receives HTTP packets on UDP then sends them on TCP with DNS server for Computer Networks course.

- **Security Course**, *Racket*

  Working on encryption with MD5, SHA256, DES, working with cryptool software nmap and using ms08_067 exploitand for Information Security course.

TEACHING EXPERIENCE

Data Structures and Algorithms, Amirkabir University of Technology,   *Sep 2017 – Mar 2018*

- Undergraduate Teaching Assistant
  - Supervisor: Prof. Mehdi Dehghan • dehghan@aut.ac.ir

RESEARCH EXPERIENCE

Artificial Intelligent and Robotics Lab, Amirkabir University of Technology,   *Oct 2019 – Oct 2020*

- Undergraduate Research Student
  - Project: Designing and Implementing Location Based Social Network Recommendation System
  - Supervisor: Prof. Mohammad Rahmati
  - Focus: Artificial Intelligence, Software Engineering, Data Analytics

RESEARCH INTERESTS

- Artificial Intelligence
- Machine Learning
- Software Engineering

LANGUAGES

- English: Fluent, working proficiency (Studying IELTS)
- Persian: Native language

REFERENCES

- **Ph.D. Student Shervin Rasoulzadeh**

  Former Colleague at Tarafdari,

  Ph.D. Student and Research Assistant, Technische Universität Wien,

  Faculty of Informatics, Technische Universität Wien, Karlsplatz 13, 1040 Vienna, Austria

  srasoulzadeh@cg.tuwien.ac.at

- **Professor Mohammad Rahmati**

  Former Advisor and Supervisor at Amirkabir University of Technology,

  Professor of Department of Computer Engineering, Amirkabir University of Technology,

  Dept. Computer Engineering Amirkabir University, Hafez Ave., Tehran, Iran

  rahmati@aut.ac.ir

HOBBIES

- Hiking & Travelling.
- Listening Music & Playing a Persian Instrument called 3Tar.
- Playing Football & Volleyball.
- Playing Chess & Video Games.