

# 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

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

<b>TEACHING EXPERIENCE</b>	<b>Data Structures and Algorithms</b> , Amirkabir University of Technology, <ul style="list-style-type: none"> <li>Undergraduate Teaching Assistant <ul style="list-style-type: none"> <li>Supervisor: <a href="#">Prof. Mehdi Dehghan</a> • <a href="mailto:dehghan@aut.ac.ir">dehghan@aut.ac.ir</a></li> </ul> </li> </ul>	<i>Sep 2017 – Mar 2018</i>
<b>RESEARCH EXPERIENCE</b>	<b>Artificial Intelligent and Robotics Lab</b> , Amirkabir University of Technology, <ul style="list-style-type: none"> <li>Undergraduate Research Student <ul style="list-style-type: none"> <li>Project: Designing and Implementing Location Based Social Network Recommendation System</li> <li>Supervisor: Prof. Mohammad Rahmati</li> <li>Focus: Artificial Intelligence, Software Engineering, Data Analytics</li> </ul> </li> </ul>	<i>Oct 2019 – Oct 2020</i>
<b>RESEARCH INTERESTS</b>	<ul style="list-style-type: none"> <li>Artificial Intelligence</li> <li>Machine Learning</li> <li>Software Engineering</li> </ul>	
<b>LANGUAGES</b>	<ul style="list-style-type: none"> <li>English: Fluent, working proficiency (Studying IELTS)</li> <li>Persian: Native language</li> </ul>	
<b>REFERENCES</b>	<ul style="list-style-type: none"> <li><b>Ph.D. Student Shervin Rasoulzadeh</b> Former Colleague at Tarafdari, Ph.D. Student and Research Assistant, Technische Universität Wien, Faculty of Informatics, Technische Universität Wien, Karlsplatz 13, 1040 Vienna, Austria <a href="mailto:rsoulzadeh@cg.tuwien.ac.at">rsoulzadeh@cg.tuwien.ac.at</a></li> <li><b>Professor Mohammad Rahmati</b> 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 <a href="mailto:rahmati@aut.ac.ir">rahmati@aut.ac.ir</a></li> </ul>	
<b>HOBBIES</b>	<ul style="list-style-type: none"> <li>Hiking &amp; Travelling.</li> <li>Listening Music &amp; Playing a Persian Instrument called 3Tar.</li> <li>Playing Football &amp; Volleyball.</li> <li>Playing Chess &amp; Video Games.</li> </ul>	

[Last Update on 2021-01-24] • [Clone me on 