

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 developing 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.

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
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HOBBIES

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

[Last Update on 2021-01-25] • [Clone me on 