ALI YAZDI

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Senior Flutter Developer, Community Organizer

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ABOUT ME

Experienced Flutter developer with a proven track record of delivering robust and scalable mobile applications. Committed to developing efficient and user-friendly solutions that consistently meet the highest quality standards. Passionate about continuous learning and staying updated with the latest industry trends, I actively leverage artificial intelligence and apply software engineering best practices to drive innovation and deliver exceptional results.

WORK EXPERIENCE

Woopen, Montréal, Canada • Full-time   *Aug 2021 – Jul 2023*

Senior Flutter Developer • ▶ • 🅰

- Woopen is a market network for all professionals, clients, stakeholders, and enthusiasts in the world of real estate and housing.
  - Played a key role in the mobile project, taking ownership of the Flutter development and driving its success.
  - Upgraded the application's Flutter version, implemented new features like null-safety and new localization, and refactored to a standard project code style with the help of analysis options.
  - Improved the application's structure, tests, and stability based on fixing Sentry issues, migrating to null-safety, reducing asset files, using icon fonts, and setting up the application for deferred components. Successfully reduced bugs by 70% through the implementation of structured testing and bug fixing strategies, improved application performance by dropping useless frame rendering, achieved 20ms less rendering time in profile mode, and drastically decreased application size by 89MB.
  - Implemented automation between development tools, including Github actions, Sentry, Jira, Slack, and Lokalise, to streamline workflows and enhance collaboration.
  - Collaborated with an external software organization in an agile team, working on the development of new features as requested by the business side.

Iranian University, Tehran, Iran • Full-time   *Apr 2020 – Aug 2021*

Software Engineer

- The Iranian University is the first e-institute of higher education in Iran.
  - Implemented agile methodologies to optimize student registration and exam season productivity, resulting in improved efficiency.
  - Developed robust APIs for the E-Learning Management System (EMS), facilitating seamless management of student and professor data for unit registration, grades, and payments.
  - Optimized database performance and implemented caching strategies to significantly enhance the server response time of the EMS platform.

Mate Machine, Remote • Part-time project   *Jul 2020 – Jun 2021*

Freelance Flutter Developer

- Mate Machine is a dating social media startup company.
  - Transformed the app architecture to leverage Flutter's best practices, ensuring scalability and maintainability.
  - Implemented a robust SignalR socket client to facilitate real-time social media chat, enhancing user engagement.
  - Leveraged Firebase services, including Cloud Messaging, Analytics, and Crashlytics, to enhance app functionality and monitor performance.
  - Developed and integrated a seamless peer-to-peer (P2P) WebRTC video chatting feature, enabling users to connect effortlessly.

Tarafdari, Tehran, Iran • Full-time   *Jan 2019 – Apr 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.
  - Developed and maintained mobile applications for a popular sports media platform using Flutter framework.
  - Implemented key features such as live score updates, news feeds, and user profile management.
  - Collaborated with a cross-functional team to ensure seamless integration with backend services and APIs.
  - Developed and maintained a custom notification package, enhancing the user experience and increasing engagement.
  - Designed and implemented a TV sport streaming feature with live chat functionality using SocketIO, allowing users to interact in real-time while watching sports events.
  - Conducted thorough testing and debugging to deliver high-quality, bug-free applications by using Firebase crashlytics.
  - Contributed to achieving thousands of downloads for the mobile application through effective development and optimization strategies.

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
  CI/CD, Docker, Git, LaTeX, WebRTC, Scikit-learn, Pandas, Bash Scripting
- Other
  Software Systems Engineering, Cross-Platform Application Development

VOLUNTEER EXPERIENCE

- **Google Developer Group Montreal**, Montreal, Canada   *Mar 2023 – Present*
  As an organizer and speaker for in-person Flutter events in Montreal, I collaborate with a team to plan and execute meetups, workshops, and conferences. I deliver presentations on Flutter-related topics, share my expertise, and engage with the community to foster knowledge exchange and networking opportunities.

- **Persian Flutter Community**, Tehran, Iran   *Apr 2021 – Present*
  As a community organizer and speaker for the Persian Flutter Community, I play an active role in coordinating virtual events, webinars, and online discussions. I contribute to the growth of the community by sharing insights, providing guidance to members, and delivering presentations on Flutter development best practices and emerging trends.

EDUCATION

Amirkabir University of Technology, (Tehran Polytechnic), Tehran, Iran   *Sep 2015 – Sep 2020*
- Bachelor of Engineering (BSc.) in Computer Engineering, Software, Ranked 1st in Iran.
  - Thesis: Designing and Implementing a 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*
  Achieved more than 200k active users on the Google Play Store for Tarafdari application after migrating to Flutter.
- First Place in the 12th Iran Web and Mobile Festival (IWMF)   *Feb 2020*
  Awarded for creating the Best Sport Mobile Application among 7k applications.
- Ranked in top 0.2% among more than 180K participants   *Jul 2015*
  Achieved a high ranking in the Nation-Wide University Entrance Exam among all National Students of Physics and Mathematics.
- Qualified for the Second Round of Olympiad among more than 70K participants   *Jul 2013*
  Successfully qualified for the Iranian Physics and Mathematical Olympiad.

PUBLICATIONS

MEDIUM

[1] A. Yazdi, "Let's make the Flutter Navigator 2" ,
Designing and Implementing Navigator 2 for the web applications support Imperative and Declarative Navigation, *Flutter Community*, Apr 2021

[2] 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*, Mar 2021

[3] 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*, Feb 2021

[4] 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

LANGUAGES
- English: Full professional proficiency
- French: Limited working proficiency (Intermediate level from Quebec Government)
- Persian: Native proficiency

CERTIFICATIONS & LICENSES
- Introduction to TensorFlow for Artificial Intelligence, Machine Learning, and Deep Learning, This certification course provided an in-depth understanding of Machine Learning and Deep Learning, including their applications in computer vision. Explored topics such as convolutional neural networks to enhance vision. Authorized by *DeepLearning.AI* and offered through *Coursera*, Feb 2021

PROFESSIONAL PROJECTS
- **The Location-Based Recommendation System**, *Django, Rest Framework, Scikit-learn, Flutter*
  Developed a microservice recommendation system that combines content-based and collaborative recommendation algorithms based on user location-based social media networks like Foursquare and Google Maps.
  - Utilized Django Rest Framework as an API service to connect the application with the server.
  - Integrated Foursquare API for scraping user location-based activities and Open Street Map for accessing location datasets. Implemented a recommendation service for suggesting locations.
  - Developed a Flutter application using Google Maps for the user interface.

- **The Flutter Gallery Application**, *Flutter*
  Developed a responsive Flutter gallery application for multiple platforms using a micro-service architecture. The web application is hosted on the Amirkabir University Website for Alumni students.
  - Integrated two external API providers: the University server and the Github Repository contents (Flutter event images).
  - Implemented a new Flutter Navigator system and supported all navigation scenarios.

- **The Flutter Chat Application**, *Flutter, SignalR, WebRTC*
  Developed a full-featured Flutter chat application using SignalR and WebRTC, allowing simple text, voice, and video communication.
  - Implemented text and video chat functionality.
  - Established full WebRTC handshaking through SignalR, enabling offer, answer, candidate, hangup, and reject actions.
  - Included video chat features such as switching cameras, toggling camera and microphone, and controlling the torch.

- **Firebase Flutter Chat**, *Flutter, Firebase*
  Designed and presented Firebase Flutter Chat for the DevFest23 workshop for McGill students.

- **The Flutter Portfolio Application**, *Flutter*
  Designed and built a responsive Flutter portfolio application that can be used on any platform.

- **The Flutter Media Notification Plugin**, *Java, Flutter*
  Developed a Flutter plugin that allows developers to display media notifications and control streaming media beyond the scope of the Flutter application.

CONTRIBUTIONS
- Contributed to open-source projects by actively participating in the development process. This includes reporting issues, fixing bugs, and adding new features to the following repositories:
  - **flutter/flutter**
  - **flutter/plugins**
  - **flutter/website**

ACADEMIC PROJECTS
- **NUMEX Interpreter**, *Racket*
  Designed a simple interpreter for the NUMEX programming language using Racket as part of the Programming Languages course.

- **Planet vs Zombies Game Application**, *Java*
  Developed a 2D game similar to Plant vs Zombies using Java and object-oriented programming concepts as part of the Advanced Computer Programming course.

- **Finite State Machine Search Engine**, *Java*
  Designed and implemented different data structures (AVL-tree, balanced-TST, trie-tree, and hash) and performed searching operations using them as part of the Data Structures and Algorithms course.

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

- Assisted in teaching the Data Structures and Algorithms course at Amirkabir University of Technology under the supervision of Prof. Mehdi Dehghan • dehghan@aut.ac.ir
  - Conducting weekly tutorial sessions to reinforce concepts and help students with problem-solving.
  - Providing guidance and support to students during office hours and via email.
  - Grading assignments and providing constructive feedback to students.

RESEARCH INTERESTS

- Artificial Intelligence: I am interested in various aspects of artificial intelligence, such as natural language processing, computer vision, and intelligent systems. I am excited about the potential of AI to revolutionize industries and improve decision-making processes.
- Machine Learning: I have a strong passion for machine learning algorithms and techniques. I enjoy exploring supervised and unsupervised learning, deep learning, and reinforcement learning. I am particularly interested in applying machine learning to solve real-world problems and extract meaningful insights from complex datasets.
- Software Engineering: I am intrigued by the challenges and opportunities in software engineering. I am interested in software development methodologies, software testing and quality assurance, and software architecture design. I aim to contribute to the creation of robust, scalable, and maintainable software systems.

RESEARCH EXPERIENCE

Artificial Intelligence 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 • rahmati@aut.ac.ir
  - Focus: Artificial Intelligence, Software Engineering, Data Analytics

REFERENCES

- **Jhinseok Lee**
  Co-organizer at GDG-Montreal, leehack@gmail.com
  Jhin, my esteemed reference and mentor, is a seasoned Full-stack developer with over 15 years of experience, currently employed at Unity. We have collaborated on numerous projects and successfully organized GDG-Montreal events, a vibrant community dedicated to Flutter development, where we host monthly events to enhance the knowledge and skills of fellow Flutter enthusiasts. Jhin's exceptional leadership, technical expertise, and commitment to fostering a supportive learning environment have greatly influenced my growth as a developer.

- **Ajiboye Temitope**
  Colleague at Woopen, mrtayormi@outlook.com
  I worked closely with Temi in the same team at Woopen, collaborating on maintaining and implementing new features in the mobile application.

- **Shervin Rasoulzadeh**
  Colleague at Tarafdari, shervin.r.1996@gmail.com
  Shervin served as my mentor, and we collaborated in the same team at Tarafdari, working on the mobile application and the backend APIs.

HOBBIES

- Hiking and Travelling
- Listening to Music and Playing a Persian Instrument called 3Tar
- Playing Football and Volleyball

[*Last Update on 2024-02-26*] • [Clone me on 🎧]