

Amin Alizadeh

Curriculum Vitae

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Keywords

Experience Area

2 years or more	Scrum, Agile, Machine Learning and Algorithms, Restfull API, Backend development, Frontend development, Windows Server, Java, C#, SQL, Git, JavaScript, HTML, JSON
1-2 years	PHP, Python, Unity, CSS, Software Design, XML
less than 1 year	Business Intelligence, Cube, SSAS, SSRS, Blender, Jackrabbit, C/C++, Matlab, R, Android, Chrome Extension

Experience

12/2014–present **Software Engineer**, *Edenred Finland Oy*, Helsinki, Finland.

Edenred, best known for Lounasseteli and employee benefit products, is the world leader in prepaid corporate services, designs and manages solutions that improve the efficiency of organizations and purchasing power to individuals. As a software engineer, I have a variety of responsibilities to ensure a smooth running business by specifying, developing, improving and maintaining the software systems and their integrations in our back, middle, and front office. My tasks can vary vastly and I need to be a Jack of all trades. At my position, I need to be flexible and open-minded and be able to proactively communicate with all the involved teams across different countries. I am involved in development, deployment, maintenance, or troubleshooting of our websites and web applications (i.e. Edenred Website, Ticket® On-the-Web ordering tool, MyEdenred for Cardholders).

My main responsibilities:

- coordinating and communicating between outsourced software vendors;
- overseeing and managing of development processes and deployments;
- general planning and designing of the software system architecture and integration;
- designing and defining specifications of software, integration, and APIs;
- designing of database schemas and assuring data integrity across systems;
- designing and generating reports (i.e. SSRS) and presenting them;
- developing and maintaining Business Intelligence (SSAS) solutions;
- code reviews of various backend and frontend technologies and improving the quality;
- MS-Dynamic CRM maintenance and development;
- managing and maintaining websites, services, and integrations on the servers;
- full stack software development and being involved with software vendors;
- managing, troubleshooting, and administering production issues;
- maintaining, improving, and ad-hoc development of mobile applications;
- administering version controllers (Git) and software development tools (Jira, Confluence);
- assuring software correctness and security.

Keywords: Software design, Agile, Scrum, Architecture, Specifications, Integrations, Project management, MS-SQL server 2008–2012, MS-Analysis server, MS-reporting services, MS-Visual Studio 2012, C#, Windows Server 2008–2012 (IIS), HTML5, JavaScript (jQuery, Node.js, ReactJS), Material design, CSS and styling (Bootstrap, Semantic-ui), Android, PHP, Java, JSON, XML, PhoneGap, Git, TFS, Jira, Confluence.

06/2013–12/2014 **Developer**, *Delicode Oy. Ltd.*, Helsinki, Finland.

Developing web applications for the services and products of the company as well as developing 3D (Skoogen) and 2D (related to Kinetic stories) games and doing other research projects i.e. for gesture recognition and its related Machine Learning algorithms. The gestures are specialized for the kids and I used this project for my master's thesis at the Department of Computer Science at the University of Helsinki.

My main responsibilities:

- developing interactive games;
- customized installation of the games in the customer's site;
- translating human movements into operable commands;
- optimization problems and implementations;
- developing machine learning algorithms to recognize the gestures;
- defining test cases and developing games to test the accuracy of the algorithms;
- developing web applications;
- developing server scripts and Database connections;
- designing and developing databases.

Keywords: Agile, Game design, Analytics, Unity, Blender, C#, Python (Blender and Machine Learning), NI-Mate, PHP, MySQL, Oracle SQL, HTML5, JavaScript (jQuery, d3.js), CSS and styling (Semantic-UI), JSON, Github.

05/2012–05/2013 **Software Engineer**, *Leptis Magna GmbH/Conatix*, Berlin, Germany.

Conatix Berlin is a startup under Conatix Corp. Virginia, USA. Conatix is building a semi-automated business intelligence system based on recent advances in machine learning to enable companies to do business researches faster, cheaper, and easier.

As a part of a small team I have been assigned to various tasks and responsibilities varying from development of the Software development on the server and Machine Learning algorithms to Process design and workflow management of the system or clients.

My main responsibilities:

- developing the AI components, the backend, the API, and the controllers;
- designing and developing the structured and unstructured user workspace repositories;
- designing the User Interface, wireframes, and the Chrome Extension of the User Interface;
- maintaining the agility, Scrum, and software development processes such as The Iterative Enhancement Model;
- windows Server 2003 and Linux server administration;
- preparing the Gantt charts and defining milestones and benchmarking. Process design and Workflow Management of the system and the clients using BPMN;
- filing the Patent for the innovation.

Conatix is also a part of the IKS-Project's early adopter program. I worked in the team to integrate Apache Stanbol based tools and widgets such as VIEjs, Annotatejs, and Hallojs into the system. Furthermore I planned, designed, and made a contribution to Apache Stanbol.

I also improved my team management and leadership skills, analytical skills, presentation skills, and team player skills. Besides I gained the experience of pitching for investors, clients, and Venture Capitals.

Keywords: Software design, Integrations, Agile, Project management, Gantt chart, Java, JavaScript (jQuery, vieJS, Annotatejs, Hallojs), HTML, CSS (Bootstrap), JSON, XML, Tomcat, Apache Stanbol, Apache Jackrabbit, Apache Nutch, Linux Server, Github.

09/2010–12/2010 **Software Developer**, *University of Helsinki, Software Factory Project*, Helsinki, Finland.

Software Factory Project of the university of Helsinki cooperates with other companies to build software systems using agile method and scrum. During the 4 months I worked in the Factory we built applications for Studiomind, Sonera, and Natural Museum of Finland.

For Studiomind and Sonera we developed Facebook based applications to use the online APIs provided by Studiomind and Sonera. These applications aimed to reach the audience and provide the services the APIs provided in a user-friendly way.

The Natural Museum of Finland was developing a database for bird-nesting locationing and keeping the information, analyzing them, and generating report. I worked in the team to build up the online system.

Education

Master's degree program in Computer Science  , *University of Helsinki*.

- Specialization: Algorithms and Machine Learning;
- Other courses in *Networking and Services* and *Software Systems*.
- Thesis: Gesture Recognition based on Hidden Markov Models from Joints' Coordinates of a Depth Camera for Kids age of 3-8

Bachelor's degree in Computer Science, *Payame-noor University of Zanjan*.

- Specialization: Scientific calculations.

Skills Breakdown

Programming Languages

	Experience
◦ Java	2 years
◦ C#	2 years
◦ JavaScript	2 years
◦ Python	1 year

Backend and Frontend

	Experience
◦ RESTful API	3 years
◦ Java	2 years
◦ PHP	1 year
◦ C#	1 year
◦ HTML	2 years
◦ JavaScript (jQuery, Node.js, ReactJS)	2 years
◦ CSS	1 year

Databases and Data Repositories

	Experience
◦ SQL (MS-SQL, MySql, Oracle)	2 years
◦ Cube, Business Intelligence (Analysis service)	6 months
◦ Jackrabbit (Java)	6 months

Game Engines

	Experience
◦ Unity	1 year
◦ Blender	5 months

Project Skills

	Experience
◦ Scrum	2 year
◦ Process Definition, Modelling, and Design	1 year
◦ Version control (Git, Github, TFS)	4 years

Other technical skills

C, C++, Matlab, R, Visual Studio .Net, Pascal, Windows Phone 7, Chrome extension, Scala, Stanbol XML, JSON, YAWL, Signavio, ProM, Microsoft Access, Excel, Word, Powerpoint, Adobe Photoshop, Premiere, GIMP, KdenLive, Unity Editor Inspector, NI-mate.

Languages

English	Azerbaijani	Persian	Finnish
excellent (C2)	native	native	(pre) intermediate (A2/B1)

References

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System Specialist at Fenix Solutions.

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Software project manager at Edenred.

More references are available on request.