Amir Haghighati Maleki

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Personal Data

Date & Place of Birth:	August 13, 1996 | Tabriz, Iran
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Education

Current – 2014 | Undergraduate Degree in Computer Engineering
Amirkabir Univesity of Technology (Tehran Polytechnic), Tehran
Focus: Information and Communication Technology
Thesis: *"Implementing a web app for performing usability tests using a crowdsourced solution"* | Advisor: Dr. Ahmad Abdollahzadeh Barfourosh
GPA (last two years): 16.60/20.00 (3.32/4.00)
GPA (selected courses): 18.23/20.00 (3.64/4.00) | Detailed List of Scores and courseworks

2014 – 2010 | High School Diploma
National Organization for Development of Exceptional Talents (NODET), Maragheh (Shahid Beheshti Highschool)
GPA: 19.0/20.0 (3.8/4.0)

Experience

Sep 2017 – Feb 2017 | Research Intern at Fandogh Team, Tehran
Web Application Research Intern
Responsibilities include providing high-tech solutions for enterprise applications and infrastructure-related problems like scaling up, minimizing delay, access-control etc., in order to maintain and produce user friendly Progressive Web Applications and analyzing multiple organizational needs and research about SPAs, progressive web apps and their performance (*Tikio - an Event Organizing Platform*).

Jan 2017 – Apr 2016 | Developer at Emaarat Services, Tehran
Web App Developer
Responsibilities included developing Emaarat's core web application using *Laravel* framework, API and database systems and maintaining the production environments with virtualization solutions like *Docker Containers* (*Emaarat Platform*).

Jan 2016 – Sep 2015 | Freelance Developer
Please visit my github page for more details (https://github.com/anewage).

2015 – 2012 | Volunteer Media Translator at BaranMovie Online Translating Team
Team Organizer and Translator
Responsibilities included planning release of movies with different translating teams and providing team members, in order to prevent duplicate subtitles among teams, and grading team members. Also, translating an English movie or TV-series' English and providing Persian SRT files (*My Profile on Subscene*).

Research Interests

- Crowdsourcing and Crowdsourced Problem Solving

- Virtual and Augmented Reality Technologies
- User-centered Design and User-driven Development
- Software, UI/UX and Web Usability Testing
- Software Verification and Validation
- Progressive Web Applications
- Cross-Platform Applications and Application Release Management

Honors and Awards

- *Ranked top 0.4%* in the National Entrance Exam among all Iranian Students in Mathematics & Physics (2014)
- *Ranked top 0.7%* in the National Entrance Exam among all Iranian Students in Foreign Languages (2014)
- **Executive director and Chief of Staff** of the 16th Amirkabir International Collegiate Programming Contest, **a member of the executive committee** at the 15th AUT ICPC (both, held jointly with TUM, KTH, Jagellonian and EPFL universities), **Member of the executive and organizing committee** of the 7th (2015), the 8th (2016), and the 9th (2017) AUT Linux Festival, **Director of Informatics** during the 11th round of *SSC* at *CEIT Department* of *AUT* (**Elected by the students** of the department) and **Tech-and-executive Advisor** in the 12th SSC of CEIT at AUT (2017) as a part of of Student Scientific Chapter (SSC) (2014 - 2017)
- **Volunteer Assistant** at CEIT Department Guild Council (Students Association), Tehran Polytechnic (2014)
- Awarded **The Best Ritual and Folklore Performance Award** in the 18th *Traditional and Ritual Theater Festival* (Tehran, Aug. 2017), **First Prize of Folklore Dances** in the *International Folklore, Dance and Music Festival and Competition - Vienna Stars, Prague Stars 2017* (Vienna and Prague, Nov. 2017), as a member of *Aylan Azerbaijani Folk Dance Group*
- Climbed *Damavand* (5610 meters), *Alam-kouh* (4850 meters), *Sabalan* (4810 meters), *Sarakchaal*, *Tochal*, *Sahand* and some other peaks in Iran (2012 - 2017)
- Awarded *The Best Innovation of NODET's Annual Innovations Event* from the administration of Shahid Beheshti Highschool at Maragheh, for the art-historical computer program (2012)

Skills and Abilities

- Programming Languages: Java, PHP, C, C++, Python, Bash, Javascript
- Software Engineering Skills, Frameworks and Technologies:
  - Building Progressive Web Applications using Google's guidelines with the use of Laravel and Vue.js frameworks (Audits typically are up to 80%)
  - Developing test scenarios for different types of software/application testing (whitebox, blackbox, usability, etc.,)
  - Report and document generation with LaTeX, Microsoft Office tools and other web-based tools.
  - CVS tools including Github, Gitlab, Gogs etc. and collaboration services like waffle.io and slack
  - Container based virtualization and host administration solutions, specifically Docker Containers and composing host applications with Docker Compose
  - Process Design with Finite State Machines (Automata)

  - Bootstrap, Material Design Guidelines and other responsive web application U.I. design tools/techniques
  - MongoDB (Document-based NOSQL DB), MySQL, HSQLDB and their integration in multiple applications
- Physical and Artistic:
  - Mountaineering: Active mountain trekker and camping enthusiastic
  - Choreography and Dancing: A member of *Aylan Azerbaijani Folk Dance Group*

Languages

English:	Professional Working Proficiency
	TOEFL iBT Score: 98 - *Reading: 25*, *Listening: 22*, *Speaking: 24*, *Writing: 27*
Persian:	Bilingual Proficiency
Azerbaijani:	Native Proficiency

References

Available upon request.

Undergraduate Degree in Computer Engineering

Selected Courses

Name	Grade (of 20)	Credit Hrs
Fundamentals of Computer Programming	20.00	3
Advanced Programming	20.00	3
Data Structures and Algorithms	19.60	3
Engineering Statistics	17.20	3
Design of Algorithms	18.30	3
Principles of Database Design	16.60	3
Computer Architecture	18.52	3
Research & Technical Presentation	17.00	2
Operating Systems	16.75	3
Computer Networks	17.50	3
Information Technology Project Management	18.50	3
Technical English	18.50	2

Related coursework: A simple paint program, Snake game, Tetris game, virtualizing a 3D cube using graphic tools in C, A bilingual text editor using C language, as the projects of first semester (Fall 2014). A simple SQL program, Ladder game as the mid-term project of Advanced Programming course, A simple chatting over network program, design of a simple web-service and a *Stronghold*-like game having all the main features of the game including network playing using Java as the projects of second semester, co-working on a project and usage of CVSs (e.g. github), Graph implementation with different traversing algorithms as the final project of *Data Structures and Algorithms* course (2015). Implementing the method provided in "Introducing a distributed algorithm for balanced graph partitioning called JA-BE-JA (F. Rahimian et al, 2014)" as the research project of *Algorithm Design* course, Developed an enterprise ERD for a health center as the final project of *Database Design* course (2016), Developed and designed analytic diagrams for a smart greenhouse environment using methodologies introduced in *System Analysis and Design (Software Engineering I)* course, Designed and simulated a base computer (a CPU with a cache and a main memory) using VHDL language as the project of *Computer Architecture* course (2016), Developed a limited series of OS features in *MIT's xv6* OS, Developed a method for compressing images and face recognition in MATLAB using *Singular-Value Decomposition (SVD) approach* as the course project of *Engineering Mathematics* course (2017). Implemented and tested multiple problem solving algorithms using *Informed and Uninformed* , *Local* and *Adversarial* search approaches and providing solutions for *Constraint Satisfaction*, *Planning* and *Inference in Logic* problems as the course work for *Artificial Intelligence* course(2017).
Thesis is expected to be in usability testing and crowdsourcing