Amir HaghighatiMaleki

Last Update: January 26, 2018

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 (selected courses): 18.30/20.00 (3.66/4.00) Detailed List of Scores and courseworks

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

Experience

Jan 2018 – Sep 2017 | Teaching Assistant, Amirkabir University of Technology
Dr. Dehghan - Data Structures and Algorithms course
Responsibilities include providing the students with appropriate home-works and projects and evaluating their performance during the course.

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 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*

Skills and Abilities

- Programming Languages: Java, PHP, C, C++, Python, Bash, Javascript
- Software Engineering Skills, Frameworks and Technologies:
  - Progressive Web Applications, with Google's guidelines using Laravel and Vue.js frameworks
  - Developing test scenarios for different types of software 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, Docker Containers and deploying applications with Docker Compose
  - Bootstrap, Material Design Guidelines and other responsive web application U.I. design tools/techniques
  - MongoDB (Document-based NOSQL DB), MySQL, HSQLDB and usage 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

Title	Grade (of 20.00)	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 IT Strategic Management & Planning	17.03	3
Computer Architecture	18.52	3
Research & Technical Presentation	17.00	2
Enterprise Application Integration	20.00	3
Principles of Compiler Design	17.03	3
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). Designing and implementing multiple kinds of grammar parsers and lexers using YACC and JFLEX tools as the final project of compiler design(2018). **Thesis is expected to be in usability testing and crowdsourcing**