

# Ardy Ghoorchian

Back-End Engineer

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**Strong polyglot back-end developer (Object-Oriented or Functional) in Python, Java, Javascript, Ruby, and C# with eagerness to learn and master web and mobile development.**

## Technical Proficiency

### Languages and Frameworks (In order of proficiency):

Python, Django, Flask – Javascript, React, nodeJS, Express, Redux, React Native – Java, Spring – Ruby on Rails – Golang, Gin – C#, ASP.NET, Blazer – Rust, Rocketrs – Scheme – RISC-V

**Database** SQL, MongoDB, Sqlite, Postgresql

**Front-End** HTML, CSS, Threejs, Pixijs, Bootstrap, Material UI

**Other** Git and Github, Jest, Behave, Cucumber, Gherkin, TravisCI

## Experience

### Full Stack Engineer

Aug 2020– Feb 2022

*theCoderSchool*

- Designed multiple SAP and MVC architecture softwares used as a guideline of industry standards.
- Designed a curriculum on web development for other instructors using Django frameworks in order to streamline Django built-in features.
- Oversaw a multitude of projects serving as a project manager ensuring the quality of their source code and serving as a resource.

### İmaş Makina

Aug 2018 – Oct 2020

*Associate Software Developer*

- Created a desktop app using 'electron js', to be used by multiple branches to streamline their annual report process.
- Developed a tailored customer outreach API which resulted in a remarkable increase in operational efficiency.

### Security Engineer

Jun 2021 – Aug 2021

*End-to-end Encrypted File Sharing System using Google's Golang packages – Project @ UC Berkeley*

- Implemented automation in the building, testing, and deployment of a file-sharing software which remains secure against a malicious user with 'read', 'write', and 'share' access to the databases.
- Utilized an efficient 'append' operation to ensure software optimization.
- Sanitized User input to prevent Cross-Site Scripting.

### Agile Developer

Jun 2021 – Aug 2021

*App that allows users to learn more about user's representatives, political event in their area as well as aggregate share and view news items in their locality – Project @ UC Berkeley*

- Behavior-Driven Development using Cucumber in a Ruby on Rails project.
- Delegated the complexity of using google API's and ensuring security when using the API key.

### Gameplay Programmer

Jan 2021 – May 2021

*Pseudo-random Isometric World Engine – Project @ UC Berkeley*

- Developed an engine for generating pseudo-random dungeon worlds using a random seed from a user.
- Implemented an algorithm for transformation from euclidean coordinate system to an isometric one

**Education** Data Science at UC Berkeley – MERN, .NET, Python Full-Stack at CodingDojo