

# ARSHIA SOLEIMANIMOORCHEHKHORTI

✉ arshiyasoleimani@gmail.com | 📍 7780 SW 189th Ave, Beaverton, OR, 97007 | 🌐 arshiyasolei | ☎ 503-501-6768

## EDUCATION

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### Oregon State University

Sep. 2019 - Jun. 2023

B.S. Computer Science

GPA: 3.98/4.00

- Dean's List: All terms
- Relevant Coursework: Algorithms, Data Structures, Programming Language Fundamentals, Web Development, Discrete Mathematics, Probability and Statistics
- Activities: Association for Computing Machinery Club

## SKILLS

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Programming:	Python, JavaScript, C, C++, Haskell, Java, SQL
Web & Databases:	MySQL, Flask, Node.js, WebSockets, React

## WORK EXPERIENCE

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### JP Morgan Chase Co.

Jun 2021 - Aug 2021

Software Engineer Intern

Columbus, OH

- Created an application that models JPMC's dashboard and handles analytics data using React and Node.js.
- Collaborated on implementing internal JPMC frameworks tooling.
- Designed and implemented custom ESLint rules that perform static analysis on 100k LOC codebase.
- Worked in a Scrum environment and utilized Jira, Confluence, BitBucket for project management.

### Oregon State University

Sep 2020 - Present

Data Structures/Intro to Computer Science Teaching assistant

Corvallis, OR

- Taught and evaluated a group of 90 students over 3 lab sections.
- Produced 10+ videos on canvas explaining the fundamentals of introductory programming with 70+ views on average.
- Enhanced student learning by providing one on one mentorship during office hours.
- Collaborated with other TA's to customize and update class labs and assignments.

### Intel Corp

Jun 2019 - Sep 2019

System Admin Intern

Hillsboro, OR

- Worked on the maintenance of 100+ servers and built various desktops for clients.
- Automated a data retrieval process for Raritan kvm switches using Pyautogui.
- Developed a text recognition add-on for Pyautogui via openCV and Google's Tesseract.

## PROJECTS

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### LiLearn

- Created a cross platform chess training/visualization puzzle application using the SDL library in C++.
- Reached 200+ unique views on the site and more than 600 minutes time of gameplay.

### HafteCards

- Developed a multiplayer card game that is a variant of a classic Persian card game named Dirty Seven.
- Handled real-time game interactions via Websockets and Node.js Event listeners to support up to 1,000 concurrent games.

### Jane

- Created a LISP like programming language called Jane that is designed to be used as to learn the fundamentals of functional programming in an introductory level programming class.

## AWARDS

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MakeUC 2020 Hackathon Wolfram Award