

PROFESSIONAL SUMMARY

Forward-thinking Software Engineer with background working productively in dynamic environments seeking Winter/Summer internship position with this firm. Ideal candidate due to excellent communication and teamwork skills developed through team-led software solutions using **agile development practices** to ensure prioritization of customers' expectations and needs. Fluent in English and Farsi.

EDUCATION

Bachelor of Science | Computer Science

EXPECTED IN 02/2024

York University, Toronto, ON

- Vice President of Student Support Application Development Council (Develop software in a team environment for students and faculty)
- Executive of York CSHub (club dedicated to all things technology, hosting coding events / code reviews, seminars)
- Dean's Honour Roll (2019 2021)

SKILLS

- Languages : Java, Python, SQL, JavaScript, C, HTML/CSS
- Software: MySQL, Github, Linux/Unix, Virtual Studio Code, Eclipse, Intellij IDEA, Firebase
- Technologies: Git, React, JUnit, Docker,
- Participation: Def Hacks (2020)

WORK HISTORY

MANAGER

01/2017 to CURRENT

Wing Machine | Toronto, Ontario

- Worked as IT specialist to further develop online order software and UI increasing customer online orders and experience.
- Responsibility to ensure store was stocked, loads were ordered and received, employees were coordinated/paid and store was run efficiently and to top potential hitting sales caps developing leadership skills.
- Compiled data highlighting key metrics to report information, determine trends and identify methods for improving store results.

IT/DATABASE ADMINISTRATOR

05/2021 to 09/2021

STL Trucking | Bolton, Ontario

- Created stable database to control import and export loads to increase efficiency.
- Coded logical and physical database descriptions and queries.
- Tested programs and databases to identify issues and make necessary modifications.

PROJECTS

- Designed and developed a full stack web application (React , Firebase) to promote and enhance personal physical training business.
- Carried out a medium-sized development project based on the famous video game Three
 Musketeers, through software requirements to Java implementation. Leading to further insight
 into object oriented programming, design patterns, polymorphism, inheritance,
 composition, dependency inversion, and single responsibility principal.
- Developed a Java GUI Maven project for grocery stores using the Model-View-Controller model. Allowing better shopping experience for customers, better organization and inventory/location management for managers/admins. Junit test cases implemented to ensure reliable functionality, JaCoCo was used to measure and ensure high overall code coverage for test cases.