BARDIA PARMOUN

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EDUCATION

Carleton University

Sept. 2019 - PRESENT

Bachelor of Software Engineering Minor in Mathematics (Co-op)

Ottawa, Canada

- GPA: 3.99/4.0 | Graduation Date: 2024/04/30 | Awards: Dean's List (2020 & 2021) and Carleton Academic Scholarship
- Teaching assistant for Computation and Programming (2020 & 2023) and Data Management (2021 & 2023).

SKILLS

Programming Languages: Python, Java, C, C++, Swift, JavaScript, Bash, SQL, PHP, Go, Visual Basic

Technologies: Linux, Docker, HTML/CSS, Bootstrap, jQuery, Node, Express, React, PostgreSQL, MySQL, MongoDB, SwiftUI

Tools: Git, Jira, Eclipse, Intellij, PyCharm, VSCode, Xcode, Vim, GDB

Concepts: Software Design, iOS Development, Embedded Systems, Operating Systems, Web Development, QA Testing

EXPERIENCES

Apple May 2022 – Dec. 2022

Software Engineering Intern - Wireless Technologies & Ecosystems

Montréal, Canada

- Developed internal tools for Tap to Pay on iPhone, using Swift, SwiftUI, and Objective-C.
- Participated in the verification of a Tap to Pay on iPhone framework and its new features for iOS 16.0.

BlackBerry QNX Jan. 2022 – April 2022

Core OS Software Development Student

Ottawa, Canada

- Performed various unit tests for the QNX kernel and filesystem, using C and gcov, achieving 100% coverage.
- Designed and conducted **regression tests** for the **/proc filesystem**, using **C** and BlackBerry's testing API, following **Automotive SPICE** to ensure the customer needs are being met and the components are behaving as expected.

Ross Video May 2021 – Dec. 2021

Software Developer - softGear

Ottawa, Canada

- Built two internal testing tools for the softGear team, AES67 Player and Recorder, to convert .raw audio to AES67 streams and generate custom tones, using C++, JSON, HTTP, and Docker; improved softGear's testing capacity by 20%.
- · Accelerated the release of two of softGear's products, RSAP and NWE-IP, by resolving bugs and adding new features.

Nokia July 2018 – Aug. 2018

High School Intern

Ottawa, Canada

• Created two calculators for Nokia's VNS/VCS services with Macros and VBA; improved sales automation by 15%.

PROJECTS

☑ Embedded Pong | C, Python, Pygame, UART, GPIO, Serial

Jan. 2022

- Made an embedded controller, using a MSP432R board and the UART protocol, for a Pong game written in Python.
- Configured the LEDs, switches, and serial port with proper GPIO and interrupts, in **C**, to achieve **real time** responses.

Online Bookstore | PostgreSQL, HTML/CSS, PHP, Apache

Dec. 2021

- Developed an online bookstore website using PHP and PostgreSQL that allows users to order books online.
- Designed and implemented the database in PostgreSQL with proper triggers, functions, views, and procedures.

Monopoly Simulator | Java, XML, Serialization, Swing, MVC Design Pattern

Nov. 2021

- Simulated a Java based version of the game Monopoly following the MVC design pattern, maximizing maintainability.
- Utilized reinforcement learning to add the option of having AI players in the game.

Terminal Spell Checker | C++, Bash

July 2021

- Wrote an **object oriented** program in **C++** to scan a given text for spelling errors and provide suggestions.
- Created a command line interface (CLI) with various commands for scanning the input, applying suggestions, etc.

EXTRA CURRICULARS

Vice President Academic

☑ Systems and Computer Engineering Society (SCESoc)

Sept. 2022 - PRESENT

Ottawa, Canada

• Organize and hold academic workshops and events for the members of the Society.