# Farzad Golghasemi

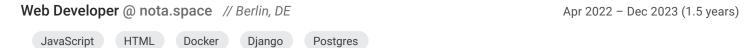
# Frontend Developer

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# **Work Experience**

Flutter Vue 3 TypeScript Kanban Jira

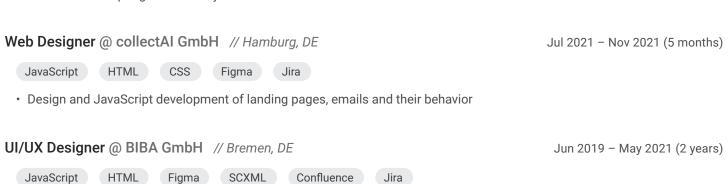
- · Contribution Frontend development of a non-trivial Flutter mobile app + modern Vue development with Composition API
- · Part of a large engineering team implementing Kanban-base Agile developent methods through Atlassian ecosystem



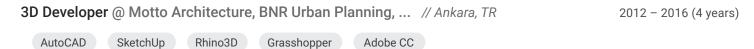
· Contribution to UI and front-end functionality of the software nota.space

Frontend Software Developer @ engram GmbH // Bremen, DE

 Modern JavaScript programming for a data-driven canvas-based web software with MVC pattern and custom scripting functionality



- · Research on employing and combining VUIs & GUIs regarding a chatbot app
- Design and research on developing platform for state machines and SCXML
- · Communicate and collaborate with a team of engineers and designers



 Design, 3D, algorithmic modeling, and visualization for variety of architecture projects in collaboration with groups of engineers and designers

# **Professional Commissions**



Aug 2024 - present



employer perspActives e.V. design F. Golghasemi

## **Education**

## University of Bremen + University of the Arts Bremen

Oct 2018 - May 2023

Master's in *Digital Media* (1.1)

· Focus on technology, theory, and design, and development of scientific/artistic projects

#### Middle East Technical University

Oct 2009 - Jun 2014

Bachelor of Architecture (Honours)

· Focus on architectural design and technology e.g. CAD/CAM and algorithmic design

# **Digital Media Projects**

## EndlessTwist.xyz ☐

Jan 2023 - Dec 2023 (1 year)



In 2023 using *Three.js* and *TypeScript*, I programmed *Endless Twist* 3D and multimedia interactive web page as a part of my thesis for Digital Media master's degree. Moreover, I designed and programmed the project's open access publication, accessible on *endlesstwist.xyz/publication* 

# Adrift.city ☐

Jan 2021 - May 2021 (5 months)



In 2021, using *React, React Router*, and a few Web APIs (audio recording and client-side storage), I developed *Adrift* a research-based Progressive Web App (PWA) which by deconstructing Google Maps walking routes it offers a new set of directions for drifting (walking and getting lost) in familiar urban context.

Vanilla JS version (2020) ♂ source code ♂

#### More about me

# Languages

- English Professional (C2)
- German Conversational (B1/B2)
- Farsi Native / bilingual
- Turkish Native / bilingual

#### I want to work for a company that...

values sustainable and mutual growth through horizontal hierarchies. An space that respects individual decisions of the employees.

#### Right now I'm learning...

Python and Django, and building REST APIs and servers with Flask.

#### **Interests**

Free and open-source software (FOSS) Bicycle touring • Retro mountain bikes • Electronic music & DJ mixing • Persian calligraphy • Architectural photography

#### **Skills**

- · Learning, research, and critical thinking oriented
- · Interdisciplinary, collaborative, and teamwork abilities
- · Agile development skills and source control management
- · Active engagement in knowledge sharing and code reviews

#### **Programming Languages**

• JavaScript (4y) • TypeScript (1y) • HTML/CSS (5y) • Bash (1y)

#### Frameworks & Technologies

- React (3y) Next.js (2y) Svelte (1y) Gatsby (3y) Node.js (2y)
- Tailwind CSS (1y) Three.js (3y) p5.js (3y) Mapbox GL JS (2y)
- Framer Motion (1y)

#### **Tools & Platforms**

- Git (4y) NPM (3y) Webpack (1y) Vite (1y) Docker (1y)
- Netlify (3y) Vercel (2y) Cloudflare (2y)

## Asynchronous tools & more

- Jira (1y) Miro (1y) Windows (15y) Ubuntu (2y) WSL (1y)
- Markdown (4y) Figma (1y) Blender (3y) Adobe CC (10y)