Résumé

Farbod Shahinfar

contacts

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summary

Junior student of computer engineering at Iran University of Science and Technology. Highest ranking student for two consecutive years. Has more than one year of experience in developing video games. Is intrested in artificial intelligence subjects and currently is learning the basic concepts in the area. Cares about system architecture and software design patterns. Eager to learn new concepts and able to learn new technologies quickly. He uses his knowledge and experience for solving problems in his way.

education

BSc. Computer Engineering
   Iran University of Science and Technology

Tehran, Tehran Province
Graduating September 2020

High School Diploma
   Salam 3

Tehran, Tehran Province
Graduated May 2015

employment

ElmoGame
   Game developer
   July 2017 – Present

- Work with Unity3d engine

- Apply software design patterns in the project

- Communicate with game server using REST APIs

Iran University of Science and Technology
Course Assistant
September 2017 – Present

- *Introduction to programming in python*:   Fall-2017 and Spring-2018

- *Introduction to programming in Java*:   Spring-2019

- *Database design*:   Spring-2019

technical skills

•Programming Languages

- *Python:* Advanced
- *C#:* Intermediate
- *Java:* Intermediate

- *C:* Intermediate
- *Javascript:* Fimiliar
- *SQL:* Fimiliar

•Frameworks

- *React Native:* Fimiliar
- *Django:* Fimiliar

- *Flask:* Fimiliar
- *Numpy and Matplotlib:* Fimiliar

•Softwares

- *Unity3d:* Advanced
- *Git:* Advanced
- *Vim:* Intermediate

- *Sqlite3:* Intermediate
- *Matlab/Octave:* Fimiliar

•Others

- *Scrum:* Intermediate
- *Design patterns:* Intermediate

- *Linux:* Fimiliar

languages

- *Persian:* Native
- *English:* Proficient