



HAMED SHAHIDI

Self-motivated
Responsible
Team player
Fast learner

SOFTWARE/MOBILE DEVELOPMENT

Studies:
Bachelor of engineering in IT
Metropolia UAS

Study subjects:
Object-Oriented programming
Data-communication
Web Technology
Android development
Advanced Android develop.
Mobile App Development
Web Based Mobile App
Databases
UI & UX Design

+358 44 050 8282

hamed.shahidiz@gmail.com

linkedin.com/in/hamed-shahidi

Helsinki, Finland

SKILLS & STRENGTHS

Java TypeScript Angular HTML CSS Node.js
Eclipse Jenkins SQL Docker Batch processing
Test Automation Protractor REST API Kotlin
Android Studio JavaScript AWS CI/CD SCRUM

EXPERIENCE

Software Engineer

CGI, Sep 2020 - Present

Central Government classified project.

- Tasks: Design, development, testing, documentation, deployment packaging, and client communication.
- Roles: **Full-Stack software development**, **CI/CD** & **Test Automation** development, and administration.
- Skills: **Java**, **TypeScript**, **Node.js**, **Angular**, **SQL**, **AWS services**, **Batch processing**, **Jenkins**, **Docker containers**, **Bash scripting**, **REST API**.

Junior Test Automation Developer

CGI, Mar 2020 - Sep 2020

Central Government classified project.

- Tasks: Design, development, testing, documentation, technical teaching.
- Roles: **Test Automation** & **CI/CD** system development.
- Skills: **TypeScript**, **Node.js**, **Protractor**, **Docker containers**, **Java**

OTHER PROJECTS

VehoGreen: Driving sustainability mobile App.

Innovation project sponsored by Veho Oy Ab. A mobile app for daily use and motivating an individual to reduce own carbon footprint (mainly from driving style) by tracking personal activity and carbon emissions, and providing understandable statistics, with personal bonus system. Using **React Native**, **Expo**, **TypeScript**, **Node.js** and **MongoDB**.

Bitbucket: <https://bitbucket.org/shahidihamed/veho-green>

Teamwork 2020

A.Art: Augmented Reality Exhibition Android mobile App

School project. A mobile application for presenting/viewing digital 3D art in an AR space. Users can select and view different models set to each expo location. Using **Java**, **Kotlin**, **Sceneform**, **ARCore Cloud Anchors**, **Google Map API** and **Android Studio**.

Github: <https://github.com/hamedshahidi/A.Art>

Teamwork 2019

LANGUAGES

Finnish English Turkish Persian(Native)

ACTIVITIES & INTERESTS

