

Hasti Akbarideilami

Toronto, Ontario

<https://hasti-akd.github.io/>

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Summary

Hasti is a passionate and data-driven junior front-end developer completing a one-year intensive post-graduate Web Development – Front-End Design program at George Brown College. With a background in Machine Intelligence and Robotics, she brings a unique perspective to web development, emphasizing technical expertise and creative problem-solving. She has committed to extensive learning and practice throughout the program, developing expertise in front-end development with HTML, CSS, and JavaScript. Her education, technical skills, and practical experience have enabled her to turn designs into reality efficiently and solve real-world problems. She is now eager to apply her knowledge and skills in a dynamic, challenging work environment and make meaningful contributions.

Education

- **Post-Graduate Student (Co-Op)**, *School of Design, George Brown College, Canada, 2022 - present*
Program: Web Development and Front-End Design; **GPA: 4.0**
- **M.Sc. in Computer Eng. - Machine Intelligence & Robotics** (GPA: 3.3), *University of Tehran, 2012 - 2015*
- **B.Sc. in Computer Engineering** (GPA: 3.69), *Jaber Ebn-Hayyan University, Iran, 2006 - 2011*

Projects

- **BeLight** (<https://hasti-akd.github.io/BeLight.github.io/>)
Designed and implemented BeLight, an online platform that serves as a resource for mental health information and support.
 - Managed all aspects of the project from conceptualization to testing, including conducting thorough research, creating wireframes and prototypes, designing an easy-to-navigate user interface, and developing the website using HTML and CSS.
- **Wordle** (<https://hasti-akd.github.io/Wordle/>)
Designed and developed a responsive and interactive version of the popular word puzzle game Wordle using HTML, CSS, JavaScript, and Bootstrap CSS framework, enabling users to test their vocabulary by guessing words based on letter frequency.
 - Built a single-page application by creating and manipulating the DOM, allowing for dynamic updates and user input validation.
 - Implemented five main functions to optimize game logic and performance, including using arrays to store and manipulate game data efficiently.
 - Incorporated modals to display game results and improve overall gameplay flow.

Skills

- Design: Figma, Adobe Photoshop, Miro, Prototyping, Wireframing, Flow Diagramming, Data Analysis, Data Visualization, Information Architecture, Interaction Design, User Research, Usability Testing, Journey Mapping, Bootstrap
- Programming: HTML, CSS, JavaScript, AngularJS, TypeScript, MySQL

Experiences and employments

- **Floor Clerk and Cashier**, *Jean Coutu Group, Montreal, Canada, 2022 (June - August)*
- **Full-time French Language Student**, *Le programme d'études Francisation du gouvernement du Québec, Montreal, Canada, Jan 2020 - July 2021*
- **Research Assistant**, *University of Tehran, Tehran, Iran, 2013 - 2015*
An active member of the Social Network Laboratory at the School of Electrical and Computer Engineering, doing research in social network analysis. ([link](#))