## **Hojat Ghasemi**

Software Engineer

Sudbury, Ontario, Canada hojat72elect@gmail.com https://hojat72elect.github.io

#### PROFESSIONAL EXPERIENCE

## **KAR Global** — Android Developer (Internship)

June 2022 – September 2022

Participated in maintenance and development of <u>TradeRev Android application</u>; some of the main responsibilities: migration to modern Android development paradigms (such as Jetpack Compose, ViewBinding, Coroutines, etc.), working on various features, debug and test.

## **Esperlos** — Android Engineer

July 2017 - March 2019

Participated in design and development of various Android apps as part of <u>esperlos</u> mobile team.

#### **ACADEMIC EDUCATION**

## **Laurentian University** — *M. Sc. Computational Sciences*

September 2020 – May 2022

#### **SBUK** — B. Eng. Electrical Engineering

September 2011 - January 2017

#### SOFTWARE DEVELOPMENT SKILLS

Languages: Kotlin (proficient), Java (proficient), Python (proficient), JS/TS (intermediate), C#(intermediate), C/C++(beginner)

Database technologies: Room (intermediate), SQlite (intermediate), Firebase Firestore (intermediate), Realm (beginner)

Networking: Retrofit (intermediate), OkHttp (prior experience)

DI: Koin (proficient), Hilt (intermediate)

Design Patterns: MVVM (proficient), MVP (proficient), MVI (intermediate)

Testing: Turbine(proficient), Truth(intermediate), Junit (proficient), Espresso(beginner)

Version Control Systems: Git(proficient), GitHub, GitLab

DevOps: Trello(proficient), Azure(intermediate), Jira(beginner)

Web Frameworks: Django (beginner), Flask (beginner), FastAPI (beginner)

#### Languages

Persian — Native

English — Professional

#### **Hobbies**

Hiking, Reading English novels, playing video games, watching CG art reels.

### Favorite Programming Languages (in order of proficiency)

Kotlin

Java

Python

JavaScript

TypeScript

C

C++

C#

#### 1- Game Hub

(https://play.google.com/store/apps/details?id=ca.on.hojat.gamenews)

A Compose-based native Android app for searching the latest news about video games.

Used: Jetpack compose, Hilt, Room, DataStore, Retrofit, Mockk, Turbine, Truth, Github CI.

## 2 - Smart Gallery (https://github.com/hojat72elect/Smart-Gallery)

A feature-rich offline android gallery supporting all the common graphical formats in addition to SVG and GIF files.

Used: MVVM + Clean architecture, Room, Reprint(for fingerprint authentication)

#### **CERTIFICATIONS**

## 1- JavaScript Algorithms and Data Structures

(https://www.freecodecamp.org/certification/hojat/javascript-algorithms-and-data-structures)

An online comprehensive course including various famous computer science algorithms and data structures, implemented in JavaScript.

Included: HTML, CSS, JavaScript

## 2- Responsive Web Design

(https://www.freecodecamp.org/certification/hojat/responsive-web-design)

Various web design exercises of different contexts.

## **THESIS**

# Fine-tuning a general transformer model on story-lines of IMDB movies database

The final paper is available here

#### **AWARDS**

## **Graduate Fellowship**

Spring 2021

## **Full Scholarship** — Tuition Waiver

#### **PERSONALITY TYPE**

INTJ, Nerd, Team Player, Ambitious, Minimalist, Perfectionist

#### **REFERENCES**

Baris Emre Efe — Manager, Mobile Team at TradeRev (baris.efe@traderev.com)

**Hermes Tovias Rojas** — Lead, Android Team at TradeRev (<a href="hermes.toviasrojas@traderev.com">hermes.toviasrojas@traderev.com</a>)