

Hojat Ghasemi

Mobile Software Developer

Sudbury, Ontario, Canada
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<https://hojat72elect.github.io>

PROFESSIONAL EXPERIENCE

TradeRev — Android Developer (Internship)

June 2022 – September 2022

Participated in maintenance and development of [TradeRev Android application](#); 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 [esperlos](#) 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), C#(fluent), Python (intermediate), JS/TS (intermediate), C/C++(beginner)

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

Networking: Retrofit (proficient), Ktor(proficient), OkHttp (fluent)

DI: Koin (proficient), Hilt (fluent)

Software architecture: MVVM (proficient), MVP (proficient), Clean (fluent), MVC(proficient), MVI (intermediate)

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

Machine Learning: ML-Kit (proficient), TensorFlow(beginner)

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

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

C#

Python

JavaScript

TypeScript

C

C++

EXAMPLE PERSONAL PROJECTS (complete portfolio available [here](#))

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- ML-Kit Demo (<https://github.com/hojat72elect/MLKitDemo>)

A complete demo of lots of on-device Machine Learning techniques; available via ML-Kit library.

Used technologies: Face mesh detection, Text recognition, Pose detection, Selfie segmentation, Object detection, Barcode scanner, Image labeling, Face detection, Live camera translator, Digital ink recognition.

3- 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*

2011

PERSONALITY TYPE

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

PROFESSIONAL REFERENCES

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

Hermes Tovas Rojas — *Lead, Android Team at TradeRev*
(hermes.toviasrojas@traderev.com)

Yatin Sharma — *Senior Android developer at TradeRev*
(yatin.sharma1991@gmail.com)