HAYDEN H. POUR

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OBJECTIVE:
Software Engineer dedicated to improving skills through hands-on learning and development work. Proficient in AWS cloud computing platform, mobile and desktop development environments. Adept at using Java, Python, HTML5, JavaScript and other programming languages to produce clean code. Strong knowledge of API development and SQL databases. Well-organized and collaborative team player with strong communication and analytical abilities.

SPECIAL SKILLS:
- Proficient: Python, C/C++, JAVA, JavaScript, HTML, CSS, Dart
- Object-Oriented Programming
- Agile and Scrum development methodologies
- Algorithms and data structures
- Powerful skills in FHIR API development.
- Database management (MySQL, NoSQL)
- Version Control & Agile tools: Git, GitHub, Trello, Visual Studio Team service
- Network infrastructure administration
- AWS Cloud
- Firewalls, VPNs, and security products

WORK EXPERIENCE:

UCSD Health
Bioinformatics Programmer   Oct 2021- present
- Working with AI team to develop robust real-time pipeline using EHR data.
- Working with software development and testing team members to design and develop robust solutions to meet client requirements for functionality, scalability, and performance.
- AWS setup, cloud managements and troubleshooting.
- AWS CodePipeline to a managed continuous delivery to help the team to deliver fast and reliable application and infrastructure updates.
- Work with principal investigators to analyze and pull requested clarity data.
- Design and implementing custom dashboard to monitoring the data quality using Dash, and CloudWatch.

UCSD Health
Software engineer Intern   July 2021-Sep 2021
- Working to shift the software development process into AWS CodePipeline to a managed continuous delivery to help the team to deliver fast and reliable application and infrastructure updates.
- Working with the backend and frontend engineers on implementation of unit and integration tests using AWS CodeBuild (including continuous integration service) and AWS CodeCommit (for version control).

Best Buy, Riverside, CA   June 2019-Sep 2021
Computer Sales
- Assisted customers in finding the right item, and provide recommendations on products
- Worked with the team to reach the company goals and department sales projection
- Made daily sales plan to increased customer retention/new sales by 15%

Fry's electronics, San Marcos, CA
Computer sales supervisor   Jun 2015-June 2019

- Assigned daily tasks to sales associates and follow up with them to get high standard results.
- Trained associate to achieve company sales projection by recommending and sales high margin product to costumers and offered company protection plan (performance service contract) to increase sales by 20%.
- Trained new associates on sales techniques and products functionality to reduced sales time by 12%.

EDUCATION:
MS in Robotics/AI, University of California Riverside   Expected June2022
B.S. in Computer Science, University of California Riverside, GPA 3.55   Completed June 2021
A.S. in Math and Science, Palomar College, San Marcos, CA   Completed June 2019

Certifications:
- AWS Cloud Technical Essentials
- Epic Cogito/184429176
- Epic Caboodle Data Model/ 184429177
- Epic Clarity Data Model/ 184429178
- Epic Apporchard

Project Experience:

Multi-Player Blackjack
- Worked in a team of two to design and implement a multiplayer blackjack web application in which players can create private/public rooms or join existing rooms from the room list. In this web application, people can interact with each other through a chatbox, and invite their friends by sharing the room's unique ID.
- The front-end was designed and implemented using HTML, CSS, and JavaScript. The backend is done using MySQL, Nodejs, and PHP. hmcasino.net

JavaToMips
- Worked in a team of two using visitor design patterns to design and implement the main phases of a modern compiler Java to Mips. The project and design contained four different parts where each part involved different requirements, design, and testing. Phases contain converting a subset of the Java language called MiniJava to simpler languages and lead to complete MIPS machine code. Completed Version
- The project designed and implemented by Jens Palsberg's group (UCLA) and adopted and extended by Mohsen Lesani.

Rshell
- Worked in a team of two using different methods of design patterns and agile methodologies to develop a shell emulator to parse and execute multiple commands and files. Conducted unit testing of each individual class with google test, and integrated testing the entire project functionality.