HAYDEN H. POUR

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Software Engineer Intern 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. Well-organized and collaborative team player with strong communication and analytical abilities.

Skills

Software compatibility evaluations

Administrative tasks

Algorithms and data structures

Software Development

Java programming skills

Network infrastructure administration

AWS Cloud

Firewalls, VPNs and security products

Work History

2021-07 - Current

Software engineer Intern
UCSD Health

- 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).

2019-06 - Current

Computer Sales
Best Buy, Riverside, CA

- 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.

2015-06 - 2019-06

Computer sales supervisor

Fry's electronics, San Marcos, CA

- 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: Robotics

University of California Riverside

B.S: Computer Science

University of California Riverside

GPA: 3.55

A.S: Math and Science

Palomar College - San Marcos, CA

Certifications

AWS Cloud Technical Essentials

Completion Certificate for AWS Cloud Technical Essentials from Coursera Jul 2021

Projects 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

FishHub

• As a side project, I came up with the idea to design and create a product to easily manage and control a fish tank. FishHub is a phone app written in dart language as the frontend to communicate with the backend which written in python and conducted firmware verification testing. With FishHub anyone can control any fish tank to feed, turn on/off the light, and get current temperature.

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.

Eight-Puzzle Solver

• Developed and wrote a program called 8-puzzle solver. The project requires using 3 search algorithms to solve the puzzle and visualize the differences between the 3 algorithms with respect to their speed. I explored the Uniform cost search, and A* searches with Misplaced Tile heuristic, and Euclidean distance heuristic by my language of choice C++.

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.