

SINA SHABANI KUMELEH

SOFTWARE ENGINEER

CONTACTS

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SKILLS

Software Engineering

Testing and Test Automation, Continuous Integration and Continuous Delivery (CI/CD), System Design, Distributed Systems, Scalability, Networking

Languages and Tools

Golang, Bash, Python, Java, C/C++, C#, JavaScript, Kubernetes, Docker, Apache Kafka, Redis, PostgreSQL, Ansible, Git, Nginx, Linux

EDUCATION

Bachelor of Software Engineering

Iran University of Science and Technology
Sep 2018 - Aug 2023

High School Diploma

National Organization for Development of Exceptional Talents (Sampad)
Sep 2014 - Jun 2018

VOLUNTEERING

Teaching Assistant

Operating Systems Course
Skills: XV6, Linux, QEMU, Virtual Box
Sep 2021 - Jan 2022

Bootcamp Instructor

Backend Bootcamp
Skills: Git, Django, RESTful APIs
Aug 2021 - Sep 2021

Workshop Instructor

Git Workshop
Skills: Git, Linux

PROFESSIONAL SUMMARY

As an experienced software engineer with over four years of professional practice, I specialize in the design and creation of high-quality, highly scalable, and fault-tolerant systems, all while adeptly managing intricacy. My expertise extends to encompass distributed systems, cloud-associated technologies, and micro-services. My hallmark is adaptability, demonstrated by my ability to confidently approach entirely novel and nebulous challenges, swiftly breaking them down and efficiently arriving at solutions. I've also been blessed with a mazing colleagues who taught me how to be a team player. A pinnacle achievement in my career is the development of a real-time peer-to-peer communication platform, now serving hundreds of thousands of users daily.

WORK EXPERIENCE

Software Engineer

Bale Messenger

Mar 2021 - Present

Bale is a Fast and handy Payment and Communication platform built upon a safe messaging and financial system with over 4 million active users daily.

- Developed and maintained Graham, a real-time, Sub-Second Latency Video/Audio communication platform with a record of **2 million** started calls in a day and a stunning satisfaction rate of **%80**.
- Developed and maintained GiftPacket, a way to share money between family and friends for special events (i.e. Eids). All-time records for packets sent in a single day and packets opened in a single were **over 3 thousand** and **about half a million** respectively. **Over 100 million rials** were exchanged through this service the same day.
- Developed Cheshm-Be-Rah, a service that gave people one-way communication by USSD. It is used in the Arbreen walk every year.
- Improved deployment mechanism and test automation by bringing tools like ArgoCD and rock-solid test suits.
- Managed infrastructure of Safir, A B2B product to encourage businesses to use Bale's instant messaging instead of the old and expensive SMS.
- Developed a wrapper for IRDR, the Central Bank of Iran's Crypto Currency, to bring an addition to the National Bank of Iran's electronic wallet.
- Developed and maintained advertisement, a monetization service, being the dominant income earner currently.
- Developed a wrapper for the National Bank of Iran's electronic wallet to bring micro-transactions (i.e. ECharge, Internet) to the app.

Game Developer

Medrick FZE

Nov 2019 - Jul 2020

Medrick is a video game publisher and development company founded in 2008 with the intention of developing and publishing AAA mobile and PC games in the MENA region.

- Developed game client of Dicer, a Yahtzee implementation. Yahtzee is a dice game made by Milton Bradley (a company that has since been acquired and assimilated by Hasbro). It was first marketed under the name of Yahtzee by game entrepreneur Edwin S. Lowe in 1956.