SINA SHABANI KUMELEH

SOFTWARE ENGINEER

CONTACTS

📱 (+98) 939-553-6558

✉️ me@itsloop.dev

🐙 github.com/itzloop

in linkedin.com/sina-shabaniku

📍 Tehran, Iran

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

PEROFESSIONAL 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 Messanger   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 oversaw Graham, an innovative real-time, Sub-Second Latency Video/Audio communication platform that facilitated an extraordinary **2 million daily initiated calls**, accumulating a cumulative duration of over **51 thousand hours** of seamless, real-time communication. This achievement was underscored by an impressive satisfaction rate of **80%**.

- Innovated and managed GiftPacket, a money-sharing solution for special occasions, such as Eids. Achieved outstanding records of over **10,000 packets** sent in a single day, with nearly **150 thousand** packets opened. Facilitated transactions exceeding **2 billion rials** in a single day.

- Pioneered Cheshm-Be-Rah, a one-way communication service via USSD, integral to the annual Arbaeen walk.

- Elevated deployment efficiency and test automation by introducing tools like ArgoCD and establishing robust test suites.

- Orchestrated the infrastructure of Safir, a B2B product, promoting the adoption of Bale's instant messaging as a cost-effective alternative to traditional SMS.

- Engineered a wrapper for IRDR, the Central Bank of Iran's Crypto Currency, enhancing the functionality of the National Bank of Iran's electronic wallet.

- Spearheaded the development and maintenance of an advertisement monetization service, currently serving as the primary revenue generator.

- Designed a wrapper for the National Bank of Iran's electronic wallet, enabling micro-transactions (e.g., ECharge, Internet) within 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.

- Created a game client for Dicer, a digital adaptation of Yahtzee, originally introduced by Milton Bradley and later acquired by Hasbro in 1956.