Kord Boniadi

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EDUCATION

B.S. in Software Engineering
University of California Irvine, Irvine, CA

SKILLS

Programming Languages: C, C++, Java, C#, Python, Go, Javascript, TypeScript, HTML, CSS, SQL
Tools/Frameworks: Git, Linux, Protocol buffers, gRPC, Kubernetes, Docker, AWS(EC2, S3, Lambda, DynamoDB), Flask, React.js, Blazor, React Native, Qt, Angular(basic), Ionic(basic), RabbitMQ, Redis, MongoDB, PostgreSQL

EXPERIENCE

Software Engineer Intern | Apple Inc. **Jun. 2022 – Sept. 2022**

- Developed and adapted the core system used by R&D teams for data access and visualization.
- Managed and led the development of a next generation web app release using C# and the Blazor framework.
- Integrated the application with internal services as well as new and legacy API's.
- Designed and architected the application's internal structure and object models to facilitate a design that's both dynamic and modular under hard operational constraints.
- Collaborated with both software and hardware engineers across multiple teams.

Software Engineer | Kible Inc. **June 2019 – Present**

- Worked on web and application based cloud optimized browsers with the core codebase written in ANSI C++.
- Designed and maintained the core API powered by gRPC and Protobuf written in Golang.
- Managed and deployed dockerised server side application instances orchestrated using Kubernetes.
- Collaborated with graphics design teams to build UI components for various web clients.
- Closely collaborated with the QA team that was responsible for bug tracking and beta testing the software.

Software Engineer | Agil Solutions **Jun. 2021 – Jun. 2022**

- Developed--from the ground up--and now maintain a web portal using C# and the Blazor web framework.
- Utilized the CircleCI pipeline to facilitate the integration of multiple changes to the core codebase as well as the automation for deployment of version updates.
- Maintained and contributed new features to multiple React.js web portal projects simultaneously.
- Collaborated with team members which involved daily stand-ups and weekly deliverables. Heavily relied on agile methodology.

Projects

Search Engine

- Developed a Python based Web search engine from the ground up that is capable of handling tens of thousands of Web pages, under harsh operational constraints and having a query response time under 300ms.
- Implemented an inverted index, vector space model, tf-idf factor, cosine similarity score, MapReduce paradigm and distributed query evaluation.

CFGI iOS App

- Created an app using React Native to connect college students with pro bono lawyers to provide free legal help.
- Designed and developed the API and Web App backend using Flask hosted using AWS Lambda and DynamoDB.
- Implemented caching using Redis to improve latency and performance of the API.

Multiplayer Game

- Developed a Java based full-stack network-based multiplayer game with a robust and scalable infrastructure with a team of four developers.
- Designed the backend using the microservice architecture to assimilate independently operating modules to ensure minimal downtime and optimal scalability.
- Implemented a custom messaging queue to facilitate communication in real-time between the different services.
- Developed and implemented a server architecture that included a robust network structure and thread pool management to ensure the server backend could properly and efficiently manage a high amount of traffic.
- Created and hosted a PostgreSQL database in the cloud which persisted user data, game statistics, and global leaderboards.