

Kord Boniadi

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EDUCATION

B.S. in Software Engineering

University of California Irvine, Irvine, CA

SKILLS

Programming Languages: C++, Java, Python, Go, C#, JavaScript, TypeScript, HTML, CSS, SQL

Tools/Frameworks: Linux, Kubernetes, Docker, AWS(EC2, S3, Lambda, DynamoDB), Flask, React.js, Blazor, React Native, Angular(basic), Ionic(basic), RabbitMQ, Redis, gRPC, Protocol buffers, MongoDB, PostgreSQL

EXPERIENCE

Software Engineer | [Kible Inc.](#)

Jun. 2019 – Present

- Worked on web and application based cloud optimized browsers with the core codebase written in ANSI C++.
- Contributed and developed new endpoints to the core API written in Golang using gRPC and Protobuf.
- Managed and deployed dockerised server side application instances using Kubernetes.
- Built UI components for various web applications managed by other teams.
- Collaborated with the QA team that was responsible for bug tracking and beta testing the software.

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 Blazor framework.
- Integrated the application with internal services as well as new and legacy API's.
- Collaborated with both software and hardware engineers across multiple teams.

Software Engineer (Contract) | [Agil Solutions](#)

Jun. 2021 – Jun. 2022

- Developed a web portal using C# and the Blazor WASM framework with an [ASP.NET](#) backend.
- 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 and components 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

iOS App with a Serverless Backend

Community for Global Innovation (cfgi.world)

- Provided free software engineering services to the nonprofit organization CFGI to help achieve their mission.
- 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.
- Implemented caching using Redis to improve latency and performance of frequently pinged API endpoints.
- Stored and managed data using DynamoDB to maximize query speeds and to keep with a server-less design.

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.
- Achieved constraints by implementing and designing the engine to use an inverted index, vector space model, tf-idf factor, cosine similarity score, MapReduce paradigm and distributed query evaluation.

Multi-Threaded Distributed System Based Online Game

- Developed a Java based multiplayer game with a 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 which persisted user data, game statistics, and global leaderboards.