Kord Boniadi

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EDUCATION

B.S. in Software Engineering
University of California Irvine, Irvine, CA — Sep. 2021 – June 2023

SKILLS

Programming Languages: C/C++, Java, C#, Python, Go, TypeScript/Javascript, SQL, HTML/CSS
Tools/Frameworks: Git, Protobuf, gRPC, Kubernetes, Docker, AWS, Flask, React.js, Blazor, RabbitMQ

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 overall development of a new client side application.
- 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.
- Collaborated with both software and hardware engineers across multiple teams.

Software Engineer | Kible Computers (kible.com) — **Oct. 2020 – Jun. 2022**

- Developed a low latency distribution network for high throughput applications.
- Built both web and application based cloud optimized browser.
- Implemented custom tuned H264 and Opus encoding algorithms.
- Created extensible and dynamic backend API powered by gRPC and Protobuf written in Golang.
- Managed and deployed a dockerised cloud backend orchestrated using Kubernetes.
- Collaborated with front-end and graphics design team to build a website/portal for the web client.
- Closely collaborated with the Quality Assurance 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 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.
- Maintain and contribute new features to a React.js web portal.
- Contribute new features to a second React.js web client sandboxed using StoryBook.
- Collaborated with team members which involved daily stand-ups and weekly deliverables. Heavily relied on agile methodology.

Projects

Search Engine

- Developed a 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 algorithmically concepts like inverted index, vector space model, tf-idf, cosine similarity score, and distributed query evaluation

Multiplayer Game

- Developed a 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.