Kiavash Samadi

COMPUTER SCIENCE MAJOR · YEAR 3

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Tech Skills

Languages: C, C++, Java, JavaScript **Technologies**: Git, Bash, Spring Boot, Angular, Azure, Docker, Kubernetes, Jenkins, Terraform

Work Experience

Department of National Defence *Ottawa, ON*
FULL STACK DEVELOPER *Sept. 2019 - Apr. 2020*

- Developed web applications using Spring Boot (Java) to implement the RESTful backends and Angular to create the TypeScript-based frontends
- Automated business processes by developing web apps involving e-signatures, email notifications, relational databases, and multiple users with varying permissions
- Created a CI/CD pipeline to continuously build, test, and deploy applications with branch-specific modifications using Azure, Docker, Kubernetes, Jenkins, Terraform, and SonarQube
- Built an XML digital signature library and measurably improved performance by implementing performance logging
- Participated in the Agile planning process and acted as scrum master

Projects

Visual Language Learning (nwHacks)
ANDROID APP

- A mobile app that, given an image of an object, generates a quiz with correct and incorrect translations to assist in the learning of a new language
- Created a user-friendly interface with a built-in history of captured images and their corresponding quizzes
- Utilized Java to create the client-side which interfaced with a RESTful API and Google App Engine
- On the server-side, used Google Cloud Vision and Translation APIs in conjunction with Datamuse to retrieve translated words

Image Compression
ALGORITHM

- A lossy image compression algorithm created using C++
- Used quadtrees to break images down to individual pixels and average out values to generate a new image
- Optimized splitting points by minimizing the average entropy over nearby pixels

Word Search Game
ANDROID APP

- A mobile game in which the player(s) attempt to find words from a grid of letters
- Published on the Google Play Store: `https://play.google.com/store/apps/details?id=com.appmossphere.words`
- Completed extensive JUnit testing to ensure bug-free release on the Google Play Store
- Implemented activities and fragments in order to provide multiple interactive elements along with the ability to automatically pause and resume game state

Extracurricular Activities

UBC Computer Science Student Society *Vancouver, BC*
SOCIAL OFFICER *Sept. 2018 - Apr. 2019*

- Planned and coordinated events for the Computer Science student body
- Attended weekly meetings to provide feedback, discuss future plans, and improve operations within the club
- Developed the necessary skills to effectively communicate with club members and other executives

FIRST YEAR REPRESENTATIVE *Oct. 2017 - Apr. 2018*

- Led a committee of students pursuing degrees in Computer Science
- Organized events to raise interest in Computer Science and improve engagement with incoming freshmen

Education

University of British Columbia *Vancouver, BC*
BACHELOR OF SCIENCE - MAJOR IN COMPUTER SCIENCE *Sept. 2017 - Present*

- Anticipated graduation date of May 2022