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# MEHRDAD MIRSAMIE

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## Software Developer

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### Skills

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#### NodeJS

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More than 8 years experience in Node JS especially in Linux computers.

#### PHP

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More than 13 years experience in Web backend Development with PHP.

#### MySQL

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More than 13 years working with MySQL as DBMS.

#### Linux

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More than 13 years working with different Distributions

#### JavaScript

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More than 15 years experience in Web backend Development with JavaScript.

#### Cordova

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More than 3 years experience in Mobile Application Development with Cordova.

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### Work experience

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2019 - 2019

Job Title: Backend Developer

*Company: Samin Rayane*

Development Language : NodeJS

Design Pattern: Mostly Singleton

Framework: ExpressJS

Database: Oracle

Achievements: creating and managing an API Server to use in an Private Web Project. The Goal here was to create a simple but Secure and Fast and Reliable API so that Web (angular) can use it.

In this project there were 2 different User Roles as User and Admin. There was a WebService to obtain some Data for individuals . The api access control and authentication was very important and we used JWT as Session holder.

Team: In this Project I worked as backend development and there were 1 web developers(Angular).

2019 - 2019

Job Title: Backend Developer

*Company: Samin Rayane*

Development Language : NodeJS

Design Pattern: Mostly Singleton

Framework: ExpressJS

Database: MySql

Achievements: creating and managing an API Server to use in an ECommerce Web Project. The Goal here was to create a simple but Secure and Fast and Reliable API so that Web (angular) and Mobile(ReactNative) can use it in the same time and have no problem at all.

In this project there were 4 different User Roles as Customer, Provider, Courier and Admin. These different Roles have different Mobile Apps and Different Views in Web and also very different API . The api access control and authentication was very important and we used JWT as Session holder.

Team: In this Project I worked as backend development and there were 4 mobile developers(ReactNative) and 5 web developers(Angular).

2017 - 2019

Job Title: Backend Developer

*Company: SodaFanavar*

Development Language : NodeJS

Design Pattern: CPS

Framework: AdonisJS

Achievements: Creating and managing a High Performance RealTime Game Server that works with MQTT Protocol(IoT protocol) to communicate with Clients(Mobile Devices).

Team: In this Project I worked as CTO along with backend development and there were two Unity Developers working in the team.

One of them created a container app that communicates with the Server and the other Unity Developer created mini games that would be used in that container.

2016 - 2017

Job Title: Backend Developer

*Company: Hamrah Doctor*

Development Language : NodeJS

Design Pattern: CPS

Framework: RTCMulticonnection

Achievements: Creating and managing a WebRTC Server that uses RTCMulticonnection for video conference

Team: In this Project that was about Telemedicine and Telehealth services and was mainly developed by Java(for Backend) and ReactJS(for Frontend) there was a gap to produce a communications way between Doctor and Patient through the Web.

Therefor they decided to create WebRTC VideoConference with NodeJS to achieve that goal. This is where I come in . I also created a small Signaling Server for that VideoConference Server so that the Patient can Call the Doctor on his Cell Phone.

2016 - 2017

Job Title: Web Developer

*Facility: Mashhad University of Medical Sciences*

Development Language : PHP

Framework: none

Achievements: Updating and debuting an existing Old and Obsolete HIS System that was created 9 years before based on an open source project named Care.

Maintaining that code which has no Standard and was created for PHP4 was very hard , but I learned a lot of Debugging and Maintaining techniques.

Team: Because of the lack of Knowledge Based Managing the Development Team was very variant and every month or 2 weeks there was somebody that quits.

2010 - 2016

Job Title: Backend Developer

*Company: Souban Company*

Development Language : NodeJS

Design Pattern: Mostly Singleton

Framework: AdonisJS

Achievements: Creating and managing a High Performance RealTime Game Server that works with MQTT Protocol(IoT protocol) to communicate with Web Browsers as Client(WebSocket mode) .

Team: In this Project I worked as CTO along with backend development and there were one Web Developers working in the team.

The Goal was to create a Game that works on both mobile and pc Browsers and uses MQTT to communicate with the Server to be fast and RealTime.

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## Education

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2000 - 2004

Bachelor's Degree

*Shahed University of Tehran*

My Bachelor degree is in BioMedical Engineering

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## Summary

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After all I'm always looking for a challenging Jobs and Projects that I have to push my limits and learn new skill and also improve my current abilities .

It is true that "Money is Important" and it is important to me.

I like to be a part of Great Team and act as a team member.

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## Git Repos

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Here is a preview of a small number of my Private Repositories in GitLab.

The reason that I had to provide a Video instead of a my Github Link is that all of my Projects are Private as the Clients demanded that.

[GitLab Demo](#)