

M E H R N A Z

SADROLESAMI

CONTACT INFO

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EXPERIENCE

SOFTWARE DEVELOPMENT ENGINEER INTERN

Summer 2023

Amazon

- Collaborated with the Alexa home products team to develop a high-impact feature for Alexa devices, addressing 20K+ customer requests in Java, leveraging AWS services.

UNDERGRADUATE RESEARCHER/ MITACS INTERN

Sept 2022 - Apr 2023

Blockchain Lab, University of Manitoba

- Investigated Hyperledger Fabric blockchain platform and designed system architecture, including smart contracts and network configuration.
- Created a friendly user interface (mobile) using Node.js, prepared system documentation and a report on the potential of the system in benefiting healthcare.

IOS DEVELOPER, INTERN

Sept 2022 - Dec 2022

Biomedical Engineering Lab, University of Manitoba

- Initiated the design and implementation of an iOS application to automate research participants' assessments and eliminate human errors from data collection.
- Developed and built the "Test Accelerate" app in XCode to enhance the work efficiency of the staff, saving over 30,000\$ annually from the research budget.

JUNIOR PROGRAMMER

May 2022 - Aug 2022

Ubisoft Winnipeg

- Collaborated with the team during the development of the Rainbow Six mobile game using Agile methodology and tools such as Jira and Confluence.
- Worked on a Unity Engine Project utilizing the DOTS framework, debugged ECS code, Profiled the CPU performance of the game, and participated in code reviews using Swarm.
- Used the Perforce version control system, Jenkins build pipeline and existing in-house tools during production to fulfill the project objectives.

RESEARCH ASSISTANT

May 2021 - Apr 2022

Biomedical Engineering Lab, University of Manitoba/ Riverview Health Center

- Developed a 3D iOS game in Unity for the purpose of improving the spatial memory of Alzheimer's patients or people with dementia.
- Assisted in the ongoing research by setting up sessions, supervising the participants, identifying potential improvements in existing applications and proposing changes to enhance the quality of research.

TA/GRADER

Sept 2021 - Apr 2023

Computer Science Department, University of Manitoba

- Utilized effective communication skills in assisting and mentoring individuals or groups of students in classes of 25-30.
- Marked over 500 assignments in Java and C language with high accuracy and attention to detail.

EDUCATION

B.Sc. Computer Science - Statistics Joint Honours (Coop)

2019 - 2025

University of Manitoba | Winnipeg, MB
(Minor: Mathematics)

PROJECTS

Machine learning project series

- Implemented a series of Python projects focusing on applying supervised ML models such as linear regression, logistic regression, Decision Trees, and Random Forest for data analysis and predictions using the scikit-learn library. Also employed the matplotlib library to craft meaningful data visualizations and derive actionable insights from project outcomes.

Coop Office Web Portal

- Designed a web portal for the Coop offices of the University of Manitoba to automate the student-employer rank-match process. Node Js., HTML, CSS, PHP, and MYSQL are the programming languages used to design this portal.

Database Project

- Designed and implemented a MYSQL database using public data from the game "Stardew Valley". Wrote complicated queries and illustrated them on a webpage designed with html, CSS, JavaScript, and PHP.

TECHNICAL SKILLS

Languages

Python, Java, C#, C/C++, PHP, Swift, R, JavaScript, Node Js., SQL/MySQL, HTML, CSS, Assembly, MongoDB, MATLAB, Curl

Tools

VS & VS Code, XCode, GitHub Desktop, Perforce, Eclipse, Unity & Unity 3D, Android Studio, Jira, Swarm, Jenkins