Mohammad Nasr

About Me

An active open source developer with fashion to develop highly scalable systems with most modern technologies with best suited architectures

Skills Summary

- Golang
- Linux
- Kubernetes
- Devops
- Networking
- Algorithms
- Cryptography

Contact

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Github: github.com/mohammadne

Stackoverflow: https://stackoverflow.com/users/11587667/mohammad

SOFTWARE ENGINEER

skilled, focused and forward looking software engineer, interested in open source communities with more than 2 years of experience in a variety of environments with a breadth of programs and technologies. experienced developer to design and architect innovative software solutions.

Education

BACHELOR OF CS | 2018 - CURRENT

Amirkabir University of technology with grade 385 in university entrance exam

Experience Work

SENIOR FLUTTER DEVELOPER

OCT 2019 - APR 2020 | Raimun

as a senior mobile developer I was responsible for delivering high quality mobile applications with a good developed system design, good architecture and developing various services like audio-player, media-player, downloader and other canves and animation stuffs,

FULL STACK DEVELOPER

AUG 2020 - CUR | Melodyo

as a Co-Founder of this application I have developed varois services like for scrapping audio-files, bit-rate generator (ffmpeg) and ... .

SOFTWARE ENGINEER

JUL 2021 - CUR | Snapp!

In snapp we are responsible for developing microservices mostly in Go

Tech Skills

- **Programming-Paradigms:** Functional Programming like Closures, Chaining, Recursion, Composition, Higher-Order functions, OOP and core concepts of it like Abstraction, Encapsulation, Inheritance and Polymorphism
- **Algorithms:** I really love algorithms, and for that I have read more than 2000 academic pages (3 books), I have understanding of DS and common algorithms, algorithm design strategies and so on.
- **Architectural patterns:** like clean architecture and MVC(BLoC in flutter), Hexagonal Architecture, also I read some books in this era like clean-architecture of Martin(uncle bob).
- **Solid principles & Design Patterns:** by viewing most popular videos and websites in pluralsight, udemy and implement them in daily projects
- **Linux:** as a software engineer it's necessary to have a good foundation of Linux, I have pass lpic-1 for that !!!
- **Databse:** basic RDBMSs like my-sql and postgre-sql
- **Academic:** as a computer science student I was responsible to deliver a number detection by developing a polynomial-svd, mosaic-picture generator which are all available at my Github