

In the name of Allah, the Most Gracious, the Most Merciful



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PERSONAL DETAILS

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EDUCATION

MSc. Computer Engineering, Software

2018-present

Sharif University of Technology

Project: Big Data Application Performance Prediction and Cost-based Heterogeneous Resource Recommendation in Cloud

Supervisor: Professor Ali Movaghar

BSc. Computer Engineering, Software

2014-2018

Iran University of Science & Technology

First Rank, 18.76 GPA

Project: Mixed Performance and Power Consumption Modeling in Virtual Machine Using Coloured Petri Nets

Supervisor: Dr. Mohammad Abdollahi Azgomi

Diploma, Mathematics & Physics

2010-2014

Allameh Tabatabai School

WORK EXPERIENCE

iOS/Backend Developer

2016-present

HooshRavan

HooshRavan was born at March 2016 and now the main focus is on "Smart Home Devices". In the market side, The products are known by Hinava brand.

Client/Server Developer

2014-2019

Elmogame Game Studio

Elmogame studio is a game studio founded by Iran University of Science and Technology students in 2013.

iOS Developer

2015-2016

Hamayeh RnD

Hamayeh was established in 1995, originally aiming at Automation of Control Systems and in less than 5 years of hard work and experience managed to become the major manufacturer of a wide range of different lighting systems equipment.

TEACHER ASSISTANT

Fundamental of Computer Programming

Fall 2015

Dr. Adel Torkaman Rahmani

Advanced Programming

Spring 2016

Dr. Adel Torkaman Rahmani

Principles of Computational Intelligence

Spring 2018

Dr. Naser Mozayeni

SELECTED COURSES

<i>Advanced Programming</i>	20
<i>Discrete Mathematics</i>	20
<i>Data Structures</i>	20
<i>The Theory of Formal Languages and Automata</i>	20
<i>System Analysis and Design</i>	20
<i>Software Engineering</i>	19
<i>Operating Systems</i>	19.6
<i>Artificial Intelligence and Expert Systems</i>	20
<i>Computer Networks</i>	17.7
<i>Software Testing</i>	20
<i>Formal Methods in Software Engineering</i>	20
<i>Object-Oriented Analysis and Design</i>	19.6
<i>Formal Specification and Verification of Programs</i>	19.0
<i>Computer System Performance Evaluation</i>	19.3
<i>Theory of Distributed Systems</i>	19.7
<i>Algorithmic Game Theory</i>	19.5

PROJECTS

MSc. Project

2019-present

Supervisor: Professor Ali Movaghar

Project Title: Big Data Application Performance Prediction and Cost-based Heterogeneous Resource Recommendation in Cloud

Spark Hadoop 2.x, 3.x Yarn Performance Prediction

BSc. Project

2017-2018

Supervisor: Dr. Mohammad Abdollahi Azgomi

Project Title: Mixed Performance and Power Consumption Modeling in Virtual Machine Using Coloured Petri Nets

CPN-Tools

ML Language

Performance Modeling

Power Consumption Modeling

Hinava Smart Home

2016-present

iOS/Backend Developer

Hinava is a smart home system developed in Hooshraavan company in Iran. It is one of the first and best manufacturers of smart home systems in the country. The system in Hinava smart home includes three parts; Hardware devices, Hinava cloud service, and mobile applications. The devices include a central panel which acts as a gateway to our system. other devices like sensors and actuators are connected to the central panel and through it, they connect to user's app on smartphones or tablets.

Docker

Docker Swarm

CockroachDB

Redis

Openresty

HAProxy

Golang

Python

Kibana

Elasticsearch

Grafana

Prometheus

Kalanshahr Game

2016-present

Backend Developer

Kalanshahr is an online strategy game that each player should manage his/her city by choosing appropriate defensive strategies to avoid rubberily. Each player will build his/her own city and players are usually able to walk around the other players' cities to become aware of their status. Players are also able to watch the inner view of the building in the cities.

Docker

PostgreSQL

Redis

Python

Footyard Game

2015-2017

Unity3D Developer (Physics, Gameplay, AI, etc.)

Footyard is an online football management game with online gameplay. Each player will have his/her own team and he/she is responsible for his/her team management. It is also possible to find friends and hang out with them.

Unity3D

C#

RabbitMQ

Gametic - A Game Analytics Tool

2016-2017

Project Manager, Backend Developer

Gametic is an analytics tool that specialized for games. Gametic supports many analytics reports in a user-friendly web-based dashboard in two categories of user reports and financial reports. user reports such as daily active users, users retentions and sticky factor. financial report such as ARPU, LTV, Paid Rate. The major technologies we used was Golang (gin framework), Redis and MongoDB (sharded cluster) for big data handling.

Docker

MongoDB (sharded cluster)

Redis

Nginx

Golang

Gin Framework

Python

Farmuler Game

2015-2016

Unity3D Developer (Online Gameplay)

Farmuler is an online multiplayer farm game, that publishes for Android devices. Farmuler has two parts included online multiplayer and offline single player. In the offline part, 120 levels are designed and divided into 4 seasons of a year. Players should achieve each level goal at the proper time and they have to demonstrate their skill of time management and resource management to approach the aims. Players will be rewards as they get to the goals sooner.

Unity3D

C#

Websocket

SKILLS

<i>Languages</i>	PERSIAN (MOTHER TONGUE) ENGLISH (LIMITED WORKING PROFICIENCY)
<i>Programming Languages</i>	C#, PYTHON, SWIFT, GO, JAVA, JAVASCRIPT, SQL, C/C++
<i>Data Stores</i>	REDIS, POSTGRESQL, MONGODB, COCKROACHDB
<i>Other Soft- wares</i>	DOCKER, GIT, UNITY3D, CPN-TOOLS
<i>Industry Knowl- edges</i>	BACKEND, iOS, GAME DEV., WEB DEV., DATABASE DESIGN
<i>Web Frame- works</i>	FLASK, DJANGO, GIN