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

Aseman Manzar, Mohammad Mohsen

PERSONAL DETAILS

Birth	February 10, 1996
Phone	+989120728374
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EDUCATION

MSc. Computer Engineering, Software　　　　2018-present

Sharif University of Technology

19.15 GPA

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/WebApp 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
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

Verification of Reactive Systems   Spring 2020
Prof. Ali Movaghar
> Book: Principles of model checking *written by C. Baier & JP. Katoen*

Principles of Computational Intelligence   Spring 2018
Dr. Naser Mozayeni

Advanced Programming   Spring 2016
Dr. Adel Torkaman Rahmani

Fundamental of Computer Programming   Fall 2015
Dr. Adel Torkaman Rahmani

SELECTED COURSES

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

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 | | TPC-DS Benchmark |

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/WebApp Developer

Hinava is a smart home system developed in Hooshravan 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.

(iOS: Swift) (WebApp: React) (Backend: 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

Product 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

Languages	Persian (mother tongue) English (limited working proficiency)
Programming Languages	C#, Python, Swift, Go, Java, JavaScript, SQL, C/C++
Data Stores	Redis, PostgreSQL, MongoDB, CockroachDB
Other Softwares	Docker, Git, Unity3D, CPN-Tools
Industry Knowledges	Backend, iOS, Game Dev., Web Dev., Database Design
Web Frameworks	Flask, Django, Gin