

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



# Aseman Manzar, Mohammad Mohsen

## PERSONAL DETAILS

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<i>Birth</i>	February 10, 1996
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## EDUCATION

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### 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

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### 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. Our responsibility is to develop and publish games and despite our team member are students at the same time, so they put some effort into extracurricular academic activities in disparate areas.

## 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 such as Cyclo lights, Flood/Spot Lights, Fresnel Lights, Fluorescent Flood & Spot Lights, Manual and Motorized Hangers, Digital Dimmers and Lighting Control Systems.

## TEACHER ASSISTANT

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### 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

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<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

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### 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 Hooshrahan 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. All resources provided in the game such as police, building, vehicles, etc. are based on the geographical position of cities consist of forest, coastal, desert and urban environment that increases the excitement you could gain from the game.

Docker

PostgreSQL

Redis

Python

## Footyard Game

2015-2017

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

Footyard is an online football management game that becomes really more competitive with its devastating online gameplay. Each player will have his/her own team and he/she is responsible for his/her team management. Players are able to injure other players so as long as you have less injured team member then you will win the game against other players. There are the most popular players with their teams from 5 European football leagues besides our exciting domestic football league. 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

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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 Soft- wares	DOCKER, GIT, UNITY3D, CPN-TOOLS
Industry Knowl- edges	BACKEND, iOS, GAME DEV., WEB DEV., DATABASE DESIGN
Web Frame- works	FLASK, DJANGO, GIN