Mohammad-Mohsen Aseman-Manzar

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EDUCATION

NOLOGY

Ph.D. IN COMPUTER ENGINEERING 2020 - Present

Direct Admission, GPA: 18.98 / 20.0 Thesis: Preserving Privacy in The Internet of Things to The Level of Events Unlinkability: Smart Home Case Study

MSc. IN COMPUTER ENGINEERING. **SOFTWARE**

2018 - 2020

Direct Admission, GPA: 19.15 / 20.0 Thesis: Big Data Application Performance Prediction and Cost-based Heterogeneous Resource Recommendation in Cloud

IRAN UNIVERSITY OF SCIENCE & TECHNOLOGY

BSc. IN COMPUTER ENGINEERING, SOFTWARE

2014 - 2018

First Rank, GPA: 18.76 / 20.0

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

COURSEWORK

System Analysis and Design | Software Engineering | Computer System Performance Evaluation | Formal Specification and Verification of Programs | Object-Oriented Analysis and Design | Formal Methods in Software Engineering Software Testing | Operating Systems | Computer Networks | Artificial Intelligence and Expert Systems | Data Mining | Machine Learning Privacy and Security

Teacher Assistant:

Theory of Distributed Systems | Verification of Reactive Systems | Algorithmic Game Theory | Advanced Programming

SKILLS

Python • Go • JavaScript • Rust • Swift C# • C/C++ • Java • SQL • Flask • Gin React • NumPy • PyTorch • Unity3D Redis • PostgreSQL • MongoDB CockroachDB • Docker-Swarm • K8s (Kubernetes) • Spark • Git • Figma

EXPERIENCE

SHARIF UNIVERSITY OF TECH- HINAVA SMART HOME | SENIOR SOFTWARE DEVELOPER & SOLUTION ARCHITECT

Jul 2016 - Present

- Joined as an iOS developer, later transitioning to the backend team to rewrite the backend stack for improved uptime and stability. I then moved into the role of **Solution Architect**, where I designed and developed the architecture of the smart home system, ensuring seamless integration and user-friendly functionality across all devices.
- Developed the iOS client application using **Swift**, and also developed the web application client using React and JavaScript, supporting Android, iOS, and web platforms, featuring a comprehensive interface with 50 pages.
- Designed & Developed a backend architecture consisting of 30 microservices based on **Docker Swarm**, which was later migrated to **Kubernetes** for improved stability and orchestration.
- Collaborated with the backend team to develop the stack using Python and Golang, utilizing frameworks like Flask and Gin, while promoting clean code practices and knowledge sharing through code reviews and pair programming.
- Designed **highly available architecture** for the backend stack using CockroachDB, HAProxy, ActiveMQ, Redis, and OpenStack.
- Developed an enhanced service monitoring & alerting dashboard using Grafana, Prometheus, Kibana, and Elasticsearch.
- Developed a comprehensive test suite that includes unit tests, system tests, and integration with GitLab CI/CD, implementing effective DevOps strategies.

HAMAYEH I IOS DEVELOPER

Aug 2015 - Feb 2016

• Developed the iOS application to connect to the Axiom smart home system, which utilized Zigbee technology.

ELMOGAME GAME STUDIO | CLIENT/SERVER DEVELOPER Sep 2014 - Sep 2019

• Contributed as a **Unity3D** developer and backend developer on three published Android games (Farmuler, Footyard, and NewCity), focusing on online gameplay, custom physics engine, and AI, utilizing Python, C#, PostgreSQL, Docker, Unity3D, and RabbitMQ.

OPEN-SOURCE CONTRIBUTIONS

- Maintainer of the swarm-dashboard project, a monitoring dashboard for docker swarm cluster.
- Merged pull requests on:
 - kOsproject/kOs, An All-Inclusive Kubernetes Distribution
 - cockroachdb/cockroach-operator, K8s Operator for CockroachDB
 - espressif/esp-idf, Development Framework for Espressif SoCs
 - robinrodricks/vue3-touch-events, A Touch-Support Plugin for Vue. is 3

PUBLICATION

IEEE Transactions on Services Computing, vol. 16, no. 3, pp. 1726-1737, 1 May-June 2023

Cost-aware Resource Recommendation for DAG-based Big Data Workflows: Apache Spark Case Study

IEEE Transactions on Cloud Computing, vol. 11, no. 1, pp. 897-910, 1 Jan.-March 2023

Fixed-point Iterations Approach to Spark Scalable Performance Modeling and **Evaluation**