Nima Mirzaei

Full Stack Developer

www.nima-m.me

nima.nm.mirzaei@gmail.com

linkedin.com/in/nima-mirzaei

416-735-9086

Personal Summary

I'm a full stack developer from Toronto. My areas of interest include automating workflows to boost productivity, learning complex data structures and animation. I'm a quick learner and driven to hone and craft my skills.

Professional Experience

Full Stack Developer
Mar 2020 ~ Current

Freelance

- Built, designed and tested a range of websites and applications, switching between building frontend and backend components as required
- Developed email forwarding services with form processing & validations using AWS Serverless Lambdas and file uploads with Node.js

Digital Media Assistant
Sep 2018 ~ May 2019
Toronto, ON

Discotoast Studios

- Increased data & information processing efficiency by implementing formulae and macros
- Automated repetitive manual processes on Microsoft Excel with VBA scripts
- UX/UI tested websites functionality across various platforms and user types and protocols
- Produced wireframes and sitemaps for web design layout, managed content on WordPress

Digital Marketing & Sales Representative
Sep 2018 ~ May 2019
Dorval, QC

Alfatec Machine Inc

- Building Web Scraper Tool to collect leads with Python (bs4)
- Built Database for client information, with PostgreSQL

Education

The Odin Project
Mar 2019 ~ Current

Full stack curriculum

Completed JavaScript, Ruby, Node.js and Python modules

Specialized Honours Bachelor of Science Chemistry
Apr 2017
York University, Toronto

Pharmaceutical and Biological

Research Assistant – Department of Life Sciences

Technologies

JavaScript

HTML5 + CSS3

Git

React

Node

Sass

PostgreSQL

Python

Webpack

GraphQL

Sample Projects

Todo App — Code

A single-page todo app built with React. The app lets you create todos and sort them into groups.

Grocery Inventory — Code

An simple app written with Node.js. This app can be used to manage inventory for a grocery store

Where's Waldo — Code

A simple game of Where's Waldo. I built this game as part of the Odin project to learn how to use Firebase.

More sample projects are available on Github