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Education

Georgia Institute of Technology, *Bachelor of Science in Computer Science* **Expected, May 2021**
Atlanta, GA

- Faculty Honors (Fall 2017)
- Dean's List (All Semesters)
- GPA: 3.64 / 4.0

Skills

- **Proficient**: JavaScript, Java, Apex
- **Worked with**: Node.js, Knex, React, TypeScript, LWC, SFDX, Git, PostgreSQL, HTML5, CSS, Redux, Python
- **Languages**: Farsi (fluent), French (conversational)

Experience

Salesforce, *Software Engineering Intern – The world's #1 CRM platform* **May - August 2019**
San Francisco, CA

- Worked with the Enterprise Agile Team to learn the intricacies of how an effective Scrum Team functions. This included shadowing enterprise-level Agile Coaches and Program Managers extensively.
- At the direct request of Salesforce EVPs, developed in JavaScript and Java to create a department wide Agile report of all employees under one of Salesforce's largest branches, TMP (Technology, Marketing, & Product). Served as the sole contributor on this project from start to fruition.
- Utilized SFDX, Apex, Aura, and LWC (Salesforce's React Native alternative) to develop with Continuous Integration and Continuous Delivery to write enterprise-level code with high-reusability and readability that correlated multiple unrelated Salesforce Objects and constructed an interactive dashboard that updates in real-time.

Sequr.io, *Software Engineering Intern – Cloud-based access control management startup.* **May - August 2018**
Atlanta, GA

- Programmed extensively in JavaScript, utilizing Node.js, Express, Knex, and React to create an iPad companion client of Sequr's web application.
- Implemented Node.js Express API services in more than 5 microservice applications for over 27,000 users allowing seamless account continuity with various SCIM systems.
- Extended existing Redux-form on React Redux client application to display client data on web app utilized by more than 100 enterprises.

Projects & Activities

Gameboy Advanced Game, *Fall 2018*

- Recreated "The World's Hardest Game" with full functionality entirely in C for the Nintendo Gameboy and tested it on an emulator. This included programming everything from controls, to start screens, to progression, as well as recreating the game's sprites and imagery in Adobe Photoshop.

Chess Game GUI, *Fall 2017*

- Created a searchable GUI that displays information for chess games by reading PGN Files in the same notation used by professional chess organizations to record matches.

Organizations & Involvement

Humor Genome Research Group, *Fall 2019 - Present*

- The Humor Genome project is a research group that uses machine learning and AI to try and understand the fundamental essence of what makes things funny.
- Creating and distributing surveys from jokes scraped from the internet to then run simulations on them using NLTK, Tone Analyzers, and other (primarily Python based) ML libraries.