

OMID NOORSHAMS

PROFESSIONAL SUMMARY

Versatile Web Developer combining a background in Mechanical Engineering and Neuroscience with a strong focus on JavaScript, ReactJS, NextJS, CSS, HTML, and data structures. Skilled in designing responsive web experiences, with a special interest in 3D web development. Passionate about cutting-edge web technologies and delivering innovative digital experiences.

WORK HISTORY

SELF-TAUGHT WEB DEVELOPER, 01/2022 - Current

Projects

-Content Creator App Using OpenAI API - Full Stack

-Instagram Clone - Full Stack

-3D Web - Full Stack

- Designed an AI-powered content creation application with React.js and Next.js, leveraging OpenAI's API.
- Implemented secure authentication and data management using Auth0 and MongoDB.
- Enhanced user interface with Tailwind/CSS/SCSS.
- Integrated Stripe for secure payment transactions.
- Managed application state using tools such as Recoil/Redux/Zustand.
- Deployed applications on Google Cloud and Vercel.

Live Application: <https://onext.dev>

Live Application: <https://memoai-iota.vercel.app/>

Live Application: <https://nextjs-openai-app.uw.r.appspot.com>

Live Application: <https://nextjs-app-instagram.vercel.app>

Mechanical Engineer, 01/2019 - 01/2021

EnerSys, Burnaby, BC

- Led design and optimization of mechanical systems, managed multiple simultaneous projects, fostered team collaboration, and implemented innovative solutions to complex mechanical problems.

EDUCATION

Master of Science, Neuroscience, 01/2018

University of British Columbia - Vancouver, BC



Surrey, Canada V3T 0E7



604-619-7941, 6046197941



omid@onext.dev



www.onext.dev



<https://github.com/omidnoor>



<https://www.linkedin.com/in/omidnoorshams>

SKILLS

ReactJS, NextJS, NodeJS

Redux / Recoil / Zustand

MongoDB, SQL, API, Postman

JavaScript, Typescript, HTML5,

CSS3, SCSS

WebGL and Three.js

Git, GitHub, Webpack, NPM

PHP, WordPress, OOP

Data Structures and Algorithms

Responsive Design, UX/UI Design,

Figma and Adobe XD, 3D Modeling

with Blender

