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# Reza Akhavan

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Summary	High-spirited Software Engineer looking for Spring 2021/Summer 2021 Internship opportunities		
Education	<b>University of British Columbia</b> <b>B.Sc Computer Science, Co-op, GPA 89.6/100, 3.96/4.00</b> <ul style="list-style-type: none"><li>• Science scholar and Dean's Honour List (2018, 2019)</li><li>• Dean of Science Scholarship (2018)</li><li>• Trek Excellence Scholarship awarded to top 5% of faculty (2018)</li><li>• Relevant coursework: Computer Networks - Algorithms and Analysis - Computer Hardware - Operating Systems - AI - Graphics - Relational databases - Machine Learning and Data science</li></ul>	Graduation: DEC 2021	
Experience	<b>Copperleaf Technologies, Predictive Analytics Team</b> <b>Software Engineer Co-op</b> <ul style="list-style-type: none"><li>• Built a Machine Learning prototype for optimizing a search algorithm that involved a large scale classification problem, data extraction in order to automate and optimize a core aspect of the Analytical engine of Copperleaf's C55 software. The Prototype resulted in 10-20% performance improvement and simplified user input</li><li>• Wrote back-end code using C#, Visual Studio, Oracle SQL database</li><li>• Wrote an Automated machine learning experiment using Microsoft's AutoML and ML.NET library</li><li>• Utilized Agile development methods &amp; modern tools such as Azure DevOps for CI, Git, Jira, Confluence.</li></ul> <b>University of British Columbia, Computer Science Department</b> <b>Teaching assistant for CPSC 213</b> <ul style="list-style-type: none"><li>• Computer systems, Assembly, Concurrency, Operating systems and I/O</li><li>• Led tutorials and labs to teach and help students with Assembly, Java, C projects for 4 semesters</li><li>• Continuously achieved near perfect scores from end of term student evaluations</li></ul> <b>Teaching assistant for CPSC 121</b> <ul style="list-style-type: none"><li>• Models of Computation, logical circuits, mathematical and algorithm proofs</li><li>• Led labs for hands-on logical circuits design and implementation</li></ul>	SEP 2019 - DEC 2019	JAN 2019 - JUL 2020
Projects	<b>Catch the Ball</b> <b>JavaScript, Three.js, WebGL, GLSL, OpenGL</b> An in browser 3D mini game with Advanced Shading, Shadow and Environment Mapping  <b>DNS Resolver Client</b> <b>Java</b> A fault-tolerant DNS resolver with caching using UDP requests from RFC compliant nameservers  <b>Mars Space Port Shipment Manager</b> <b>MySQL, Node.js, Express.js, EJS, JavaScript, HTML5, CSS3</b> A full web app and database to manage rockets, astronauts and cargo arriving at Elon's Martian city.  <b>rezaakv.com</b> <b>HTML5, CSS3, JavaScript</b> My website to showcase some of my work, hosted on Github	2019	2019  2018  2018
Skills	Proficient: C/C++, C#, Java, Python, JavaScript, SQL, Linux, Bash, Git Familiar: Typescript, x86 Assembly, Android Studio, OpenGL, Docker		