Reza Akhavan

3rd Year Co-Op Student of Computer Science

University of British Columbia

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EDUCATION

B.Sc. Computer Science (GPA 90.1/100 = A+)
University of British Columbia (Vancouver)
09/2017–03/2021 *In Top 5% of Faculty*

WORK AND VOLUNTEERING

Computer Science Teaching Assistant
For CPSC 213 at UBC CS Department
12/2018 – 05/2019
TA for computer science course CPSC 213: Computer systems which focuses on computer architecture, concurrency I/O and OS. Leading Tutorial and lab sections to help students with C, assembly, Java debugging and thread synchronization for their assignments.

For CPSC 121 at UBC CS Department
09/2018 – 12/2018
TA for introductory computer science course CPSC 121: Models of Computation which focuses on logical circuits, proofs of algorithms. Led two lab sections which involved utilizing logical circuit hardware and simulations using Logism.

UBC CSSS Event Coordinator
Volunteer at UBC
09/2018 – 08/2019
Club officer and Event organizer for Computer Science Student Society. Organized and administrated numerous non-academic events, talks and a boat trip.

UBC Welcome Team Leader
Volunteer at UBC
03/2018 – 08/2019
Helped with orientation of new students and logistical aspects of imagine day UBC, the welcome week.

Project Volunteer
For Burns Bog Conservation Society
02/2018 *Delta, BC*
Part of a team to dig invasive blackberry bushes that were harming the native plants at Burns Bog which is the largest bog on the west coast. A lot of work but a fun time.

MAIN TECHNICAL SKILLS

Java | C | C++ | SQL | Assembly language (x86)

TECHNOLOGIES

Node.js | HTML5 | Git | IntelliJ | Android studio | CLion | MySQL | Workbench | Microsoft SQL Server Analysis | Data Warehousing | SSMS | PostgreSQL | JDBC | Racket | Logism | PHP | OpenGL | WebGL | Three.js

PROJECTS

Implementation of a Simple 3D graphical Model (03/2019)
Implemented and used Three.js to output a 3d Model of a 3d object moving freely. Implemented using GLSL for the graphics pipeline. Implemented more advanced features such as Shadow Mapping, Shadings and Environment Mapping.

Mars Space Port Shipment Management Database with a Website as the UI (11/2018)
Node.js, MySQL project. I used Node.js for the back-end, HTML5 for the front-end. Designed a UI for a database that I designed and implemented with MySQL from scratch. Handle reservations of rockets arriving at Mars for Elon's Martian city. Store details of Astronauts and Cargo of different Rockets. Update and display lists of a large data collection.

Fuse File system implementation of a Fat12 Volume (10/2018)
Used Fuse (in C) to implement a fat 12 file system in the user space. Implemented with a partner. It can mount an external volume formatted in Fat12 using Fuse High level API to interact with the command line.

Buses Are Us Android Application (Academic class Project) (03/2018)
Utilized TransLink Open API and parsing JSON of live data of bus locations, routes on a map as an android application using Java and JUnit for testing. Input and output was mostly implemented already since it was a class project.

AWARDS & RECOGNITIONS

Science Student Award (11/2018)

Trek Excellence Scholarship (10/2018)

Dean of Science Scholarship (09/2018)

Science Scholar/ Honour List (05/2018)