

Reza Same'ei

Software Developer

WORK EXPERIENCE

MARCH 2019 – PRESENT

TrialBlaze. Remotely; Perth, Australia

Backend Developer

Design and implement components to process ODM files and calculate entitlements based on **user defined logic**, as expression expressed in a simple AST, with a team of 4. Through the project we are using Java, Drools, Postgres, Docker, etc.

MARCH 2016 – DEC 2018

Bisphone. Tehran, Iran

Backend Developer

Lead a team of 2 to build and maintain more than 10 **data intensive** components, in different forms such as RPC services or streaming and batch data processing jobs, to support our main product : Bisphone, a messaging and voice-call application. Tools we used to implement our services : Scala, Akka, Flink, Cassandra, MySQL, Kafka, ELK.

OCT 2014 – NOV 2015

ImenPardis. Tehran, Iran

Backend Developer

Implement backend services to support main product : first version of Bisphone. I also deployed ELK to use it as a monitoring platform at that time. Technologies I used back then was Scala, Akka/Spary, MySQL, ELK, RabbitMQ, XMPP.

JULY 2013 – SEP 2014

Armaghan Rahe Talaie. Tehran, Iran

Web Developer

Analyse requirement and Build a new Web based SMS Panel for company using PHP, Doctrine ORM, MySQL, RabbitMQ, and JavaScript.

SEP 2011 – JULY 2013

Shiveh Co. Tehran, Iran

Junior Web Developer

Strating as a Junior I became responsible to meet customers, design and deliver application to them in less than one year. Beside developping backend and frontend, I also was responsible to look after some services/servers (Linux) as part of job.

📍 Tehran, Iran
☎ +98 (912) 6662695
✉ reza.samee@gmail.com
🔗 sameei.github.io
@ Github
@ Stackoverflow
@ LinkedIn
@ Skype

EDUCATION

2009 – 2011 **Associate Degree**

Software Engineering; Technical
& Vocational University, Karaj,
Iran

COMMUNICATION SKILLS

ENGLISH B1

PERSIAN Native

SOFTWARE SKILLS

TOOLBOX Scala, Java, Go, Git, SQL,
Cassandra, Kafka, Apache Flink,
Docker

CONCEPTS Distributed Systems,
Concurrency, Stream Processing,
Functional Programming, OOP