Shahryar Soltanpour

Software Engineer

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Portfolio: sh-soltanpour.github.io
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SKILLS

Programming Languages	Python, Java, Kotlin , Golang, Javascript, C, C++
Software Engineering	Object-Oriented patterns, Agile and Devops methodologies
Site Reliability Engineering	Docker, Kubernetes, Nginx, Linux
Big data / databases	Cassandra, Kafka, MongoDB, MySQL, PostgreSQL, Elasticsearch
Web frameworks	Django, Spring boot
Tools	Git, LaTeX
Frontend	React, Angular
Languages	English, Persian

TECHNICAL EXPERIENCE

Software Engineer / Real Estate   Aug 2019 — Dec 2020
Divar Company   *Iran*

- Developed the designed features, create merge requests, and deploy them on production servers.
- Maintaining services. to ensure the owned services are operating properly 24/7.
- Review codes and evaluated merge requests on my owned services then merge and deploy them.
- Designing system for new features, by writing 'design docs' and implementing them.
- Interviewed and helped select software engineers.

Software Engineer / Mediaad   Jun 2018 — Aug 2019
Tapsell Company   *Iran*

- Designed and implemented a video player platform with ad-integration for website owners.
- Implement 'retargeting' feature. resulting in about 10 times more chance to be clicked-through and this caused a very significant increase in the company's revenue.

Software Engineer / Backtory   Jan 2018 — Jun 2018
Tapsell Company   *Iran*

- Backtory is a CDN, Storage and video streaming service.
- Tested various tools for load balancing to find the best method for our case, such as HAProxy.
- Implemented features such as the ability to provide custom 404 error pages for each CDN user.

Software Engineer Intern / Rahnema College   Jul 2017 — Aug 2017
Rahnema Company   *Iran*

- Launched 'Unagi', a location based social network application.
- Developing iOS and Android applications using react-native and react-redux.
- Developing backend using Node JS Express.
- Learning how to use git and Scrum methodology.

EDUCATION

Master of Science in Computer Science, *University of Calgary*   Jan 2021 — Present
GPA: 3.85 / 4

Bachelor of science in Computer Engineering, *University of Tehran*   Sep 2015 — Jun 2020
GPA: 17.43 / 20

RESEARCH EXPERIENCE

Graduate Research   Jan 2021 — Present
University of Calgary   *Canada*

- Investigated the use of multilingual codes specially in industry, and also maintaining a change propagation framework written in C#. This framework supports multiple languages such as Java, C#, Python and Transact-SQL. In addition, developed a system to guess the language of the input string based on keywords usage and then evaluating the guess using the language grammar.

Undergraduate Research   Jul 2019 — Oct 2019
University of Tehran   *Iran*

- Using java language to compile and run Rebeca codes with different policies and measure some metrics to find the best algorithm. Rebeca (Reactive Objects Language) is an actor-based language with a formal foundation, designed in an effort to bridge the gap between formal verification approaches and real applications. It can be considered as a reference model for concurrent computation, based on an operational interpretation of the actor model. It is also a platform for developing object-based concurrent systems in practice.

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ACTIVITIES

- President of Computer Science Graduate Society, University of Calgary — **May 2021 — May 2022**

- Graduate Student Council Representative, University of Calgary — **May 2021 — May 2022**

- Technical mentor in the summer of code event, University of Tehran — **Jul 2018 — Sep 2018**
  Teaching Nginx, Spring boot and Kotlin to mentees to develop a file storage application for the university students.

NOTABLE PROJECTS

- Implement a web-based freelancing application for Internet Engineering course. Using Java for back-end and React for front-end (Source Code: Backend and Frontend)

- Implement a crawler and data-analysis on Lululemon website as the main project of Datamining and Social Netowrk course using Scrapy, Gephi and Networkx (Source code)

- Implement Splitwise application using smart contracts using technologies such as Truffle, Solidity language and web3.js (Source Code)

- Implement a compiler for an actor based language named Atalk in compiler design course. (Source Code)

- Implement a location based social netowrk named Unagi during Rahnema College internship. Backend was coded using NodeJs Express. Android and iOS applications were coded using React Native. (Source Code: Backend and Frontend)

TEACHING ASSISTANTSHIP

Introduction to software Engineering   **Winter 2021, 2022, Fall 2022**
University of Calgary

- Oversaw group projects for 3 tutorial sessions (Each containing 28 students)

Web based systems   **Fall 2022**
University of Calgary

- Oversaw group projects for 1 tutorial sessions (Containing 25 students)

Internet Engineering   **Spring 2020**
University of Tehran

- **Chief TA** of the course. Managing all course projects to be designed, delivered and evaluated.

Systems Analysis and Design   **Spring 2019**
University of Tehran

- **Chief TA** of the course. Managing course projects, quizzes and homeworks.