SOROUSH
SHEMSHADI

SOFTWARE ENGINEER

SKILLS

BACK END
- Java, Spring, Junit, Mockito

DATA BASE
- PostgreSQL, MySQL, MongoDB

FRONT END
- Vue, Bootstrap, HTML, CSS, JS

TOOLS
- Linux, Git, Docker, Kafka, Nginx

SOFT SKILLS
- Team player, Bias for action, Deliver Results, Fast learner

EDUCATION

- Bachelor of Software Engineering from University of Guilan

  GPA: 3.28/4

INTRESTS
- Self-improvement
- Pixel art
- Video games
- Food
- Nature

CONTACT

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EXPERIENCE

○ **Software Engineer**

Hoom-IT Solutions GmbH Aug 2022 to Present (Full-time, Remote)
Cologne, North Rhine-Westphalia, Germany
Tech Stack: Spring Boot(Jhipster), PostgreSQL, Vue

- Developed a series of complex mathematical formulas to calculate a price for properties based on their specification.
- Implemented a scrapper to get price of properties in a neighborhood from the online house selling websites like PriceHubble and ImmoScout24.
- For the calculator, wrote a series of unit tests with different cases to ensure the algorithm's validity.

○ **Spring Boot Developer**

Fartak Ertebetat Lahij Aug 2021 to Mar 2022 (Full-time, Hybrid)
Rasht, Guilan, Iran
Tech Stack: Spring Boot, MySQL, Angular, Flutter

- Enhanced and cleaned the code of a legacy and poorly designed micro-service application to a well-written app.
- Conserved the company from redeveloping and rebuilding their old application from scratch and saved us at least six months.
- Developed a set of modules and successfully directed them as services for the main microservice application.

○ **Spring Boot Developer**

Overlord IT Solutions Feb 2020 to Jul 2021 (Full-time, On-site)
Rasht, Guilan, Iran
Tech Stack: Spring Boot, Express, MongoDB, Vue

- Implemented a web-socket-based microservice Spring Boot application that performs nine online games 3 of which were predeveloped in Express.js applications..
- Brainstormed a way for that multi-platform microservice application in Spring Boot and Express.js, to work well together without any problem.
- Kept the company from redeveloping those three Express.js games in Spring Boot from scratch, which cut down three months of developing time.