



# SIA REZAEI

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## PROFESSIONAL SUMMARY

Software engineer who strives for code craftsmanship. A systemizer and organizer with extensive experience with planning & executing in fast-paced environments.

## SKILLS

- Languages: C/C++, Python, Javascript, C#, PHP
- ML libs: Tensorflow, Pandas, Numpy, NLTK, Matlab, R
- Backend: Node.js, Express, Redis, AWS
- Frontend: Angular, jQuery, HTML, CSS
- OS: Linux, Embedded Linux, OSX, Windows, WinCE 5
- Misc.: ZeroMQ, OpenCV, GIT, Jira
- Electronics (schematic and layout) design
- Electronics sourcing and manufacturing
- Financial projection, business planning

## WORK HISTORY

APRIL 2010-FEB 2017

Founder | [Serene Audio Inc.](#) | Vancouver BC

- Strategic planning for Serene Audio to achieve short to long-term goals
- Creation & maintenance of [sereneaudio.com](#)
- Design and production of [DSP amplifiers](#) for use in loudspeakers
- Acoustics, mechanical design, and DSP tuning of loudspeakers
- Sourcing and procurement of parts from local and foreign suppliers
- Design and operation of manufacturing process for production of loudspeaker

APRIL 2014-MARCH 2015

Data Analytics/Marketing Director | [Lazymeal](#) | Vancouver BC

Developed and implemented comprehensive analytics tools for:

- Gathering data and usage habits of customers to drive development Lazymeal's targeted marketing.
- Developed a platform to create, manage, and track the performance of guerrilla marketing campaigns
- Data analysis to predict the ROI before signing new restaurants.
- Directing the efforts of the sales team to increase LTV

SEPTEMBER 2013-FEBRUARY 2014

Web developer | Verlico Inc | Vancouver BC

Worked on frontend (AngularJS, HTML, CSS) and backend (NodeJS, Express, Redis, Elastic Search) of Verlico.com, a fashion social networking platform. Also worked on deployment on AWS.

SEPTEMBER 2010-MAY 2011

Engineer/Software architect | Hipparcos Tech. | Vancouver BC

- Embedded software development.
- Developed a distributed computing software on embedded Linux in C and Python for a cloud connected home robot.
- Updated Linux's display and touchscreen drivers for the embedded hardware used in this project.
- The robot's hardware consisted of a BeagleBoard + Arduino on a chassis with 4 wheels, a stereo camera, ultrasound, infrared, and motion sensors.
- In this position, I worked extensively with ZMQ, OpenCV, and Clutter graphic library

MAY 2009-JAN 2010

Embedded software developer | Serene Controls | Vancouver BC

- Developed software in C++ for an embedded, LAN connected, [touchscreen media controller](#) on Win CE 5.0
- Developed a lightweight graphics and physics engine from the ground up, in order to achieve good graphics performance (i.e. smooth animations) on a modest platform (ARM9 - 400MHz without a GPU).
- Updated touchscreen drivers for a smoother performance & better UX

## EDUCATION

2017

- Machine Learning course by Andrew Ng (Done)
- Probabilistic Graphical Models Specialization by Daphne Koller (in-progress)
- Statistics with R specialization by M Rundel (in progress)
- Neural Networks by Geoff Hinton (in-progress)

2010

Bachelor of Applied Science in Systems Engineering  
Simon Fraser University, Vancouver, BC

## HOBBIES/FUN

- Mucking around with artificial intelligence and machine learning, Kaggle competitions, strolling arxiv.org
- Making sound synthesis contraptions!
- Making music and jamming with friends
- Hiking, interval training, snowboarding