

# Taha Pourjalali

PROGRAMMER · APPLICATION DEVELOPER

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## Summary

Recent university graduate with versatile programming experience in contexts of application and web development and also embedded system programming. Experienced with several development frameworks and always eager to learn more. The links to my projects are present on my portfolio page at tahahojati.github.io.

## Education

### University of Hawai'i at Mānoa

Honolulu, HI

#### B.S. in Physics

2011 - 2016

- Membership in the Society of Physics Students and the Golden Key Honor Society.

### Udacity.com

Honolulu, HI

#### Nanodegree in Front-End Development

2016

### Coursera.com

Honolulu, HI

#### Certificate in Full Stack Development from the Hong Kong University of Science and Technology.

2016

#### Enrolled in ongoing course on embedded system development and Internet of things.

## Skills

### Programming

VHDL, C/C++, PHP, JavaScript, Java, Ruby, Python, Perl, HTML, CSS

### Frameworks & Libraries

Zend Framework, Ruby on Rails, ExpressJS, AngularJS, Ionic, Bootstrap, KnockoutJS, D3JS, jQuery

### IDEs & Development Tools

Xilinx ISE, Adobe Dreamweaver, PHP Storm, Eclipse IDE, Git, Grunt, Jasmin, PHPUnit, RSpec, Cucumber

### Softwares & Databases

Apache, Rack, MySQL, PostgreSQL, MongoDB

## Projects

### OPIHI: Our Project in Hawaii's Intertidal (under active development)

Designed a science education database schema using MySQL. Developed a server-side web application using Zend Framework, Angular.js, and Apache2.

### AASHTO LRFD DESIGN Online Software

Online software for facilitating structural engineering design. The website is developed using MEAN framework. A link is available on my online portfolio.

### Ristorante con Fusion

Developed a single page web application for a fictitious restaurant using Angular.js and Bootstrap. Also created a hybrid mobile app for the restaurant using Ionic and Cordova.

### Coffee in Honolulu

Displayed a map of coffee shops in Honolulu using Knockout.js framework and Google Maps and FourSquare APIs.

### Frogger

Wrote a JavaScript version of the classic arcade game Frogger. Made extensive use of object oriented JavaScript.

## Experience

### Curriculum Research and Development Group at University of Hawai'i at Mānoa

Honolulu, HI

#### Web and Database Developer

Apr 2016 - present

- Software developer for the OPIHI project.

### Hasti LLC

Honolulu, HI

#### Web Developer

June 2016 - present

- Software developer for the AASHTO LRFD project.

## **Kai Hawaii Structural and Forensic Engineers**

### **IT Support**

*Honolulu, HI*

*September 2016 - present*

- Provide general technical assistance to engineers. Perform regular server maintenance duties.

## **University of Hawai'i at Mānoa**

*Honolulu, HI*

### **Physics Tutor**

*2014*

- Worked closely with students to deepen their knowledge of physics.

## **Department of Physics University of Hawai'i at Mānoa**

*Honolulu, HI*

### **Directed Studies Under Dr. Vahsen**

*2013*

- Devised an app with graphical user interface to select, display, and graph neutron trajectories identified by a neutron detector using C++ and ROOT under the guidance of Dr. Sven Vahsen.

## **Undergraduate Research Assistant**

*Honolulu, HI*

### **Department of Molecular Biosciences and Bioengineering at University of Hawai'i at Mānoa**

*2011-2013*

- Created a database of retro-transposons in Corn genome using MySQL and Perl.
- Created a website to expose the database to public using PHP5 and Apache2.