TOURAJ VAZIRI

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EDUCATION

UNIVERSITY OF BRITISH COLUMBIA, Vancouver, British Columbia, Canada

Master of Engineering Leadership *in Dependable Software Systems*   January 2016 – December 2016

<u>Course Work:</u> *Machine Learning, Big Data (Distributed) Systems, Error-Resilient (Fault-Tolerant) Computing Systems, Software Verification & Testing, Visual Analytics & Interpretation, Software Project Management, Organizational Leadership, Project Management & Leadership, Business Acumen for Technical Leaders, Sustainability & Leadership, Marketing, and Capstone Project.*

- *Engineering Leadership Entrance Award Recipient*

MCMASTER UNIVERSITY, Hamilton, Ontario, Canada

Bachelor of Software Engineering and Game Design, *Co-op program*   September 2007 - April 2012

- *Deans Honour List (2007 - 2012)*
- *The McMaster Honour Award (2007 - 2012)*
- *Aim For The Top Scholarship (2007 - 2012)*
- *The University (Senate) Scholarships (2010 - 2012)*

SKILLS SUMMARY

- Computing languages: *Java, C#, C, C++, Python, Objective-C, Swift, JavaScript, TypeScript, SQL, HTML and CSS*

- Strong knowledge of object-oriented programming

- 3D Graphics Programming: Unity and Unreal

- Version control systems: *Git, Perforce and Subversion*

- Software automation tools: *Selenium, Telerik Test Studio and IBM Rational Functional tester*

- Issue tracking software: Jira and IBM Rational Team Concert

PROFESSIONAL EXPERIENCES

GAME ENGINE DEVELOPER; VRSQUARE, Vancouver, BC, Canada   Jun 2017 – Current

Working in a startup environment; developing Virtual Reality (VR) and Augmented Reality (AR) contents using Unity and Unreal game engines. <u>Achievements:</u>

- Created a 3D customization tool in Unreal that allows designers to collaborate their assets easier by eliminating the need for slow rendering process
- Developed an Augmented Reality lottery app using Vuforia in Unity for British Columbia Lottery Corporation
- Built a Virtual Reality real estate app for Android and iPhone utilizing Google and Oculus VR SDKs which won the CFAA (Canadian Federation of Apartments Association) New Product or Service of The Year Award
- Built a Location-based Augmented Reality game (Similar to Pokémon GO) for the Truly Social Games studio. The game utilizes Google Maps, ARCore and ARKit technologies for location and AR respectively.

SOFTWARE ENGINEER/CONTRACTOR; Microsoft, Vancouver, BC, Canada   Aug 2017 – Dec 2017

Part of Service Validation and Automation Team at Skype for Business.

Developed a web service that delivers service-to-service testing capabilities to verify and measure the quality of both backend services and client facing components related to the Skype for Business and Teams products. <u>Features:</u>

- Accessible via RESTful APIs and Web UI (Developed using React and TypeScript)
- Built using Azure Service Fabric distributed systems platform composing of microservices
- Used Microsoft Azure for managing all resources: Service Fabric clusters, Service Buses, Active Directory (OAuth 2.0), Storage and SQL server and databases

.NET DEVELOPER/CONSULTANT; City of Burnaby, Burnaby, BC, Canada   Feb 2017 - May 2017
Assisted The City of Burnaby's Information Technology department in evaluating the performance of a commercial-off the-shelf product used for its License and Permit Management needs. <u>Achievements</u>:

- Evaluated the system responsiveness and stability under a workload using Performance testing: Load testing, Stress testing and Endurance testing
- Developed test tools using JMeter, WPF and Telerik Test Studio with C# .Net
- Identified bottlenecks in the application by measuring response times of the business transactions
- Measured and validated scalability, reliability and resource consumption of the application and servers
- Provided recommendations based on the results
- Developed automated scripts to help continually evaluate the system

SOFTWARE ENGINEER; Brock Solutions, Kitchener, Ontario, Canada   June 2012 - November 2015
Part of Transportation and Logistics team, responsible for designing, developing, testing, maintaining and supporting multiple applications and services used by many North American Airlines and Airports. <u>Achievements</u>:

- Design and development of applications using Microsoft .NET
- Managed a centralized Relational database of consolidated, real-time information using Microsoft SQL Server and utilizing Replication for separating Operational and History data
- Used LINQ and ORM tools like Entity Framework to exchange data between web applications and database objects
- Built various Client-Server based applications using C# in Microsoft Visual Studio
- Performed Merges between different branches and efficiently resolved merge conflicts
- Used Agile practices and Test Driven Development techniques in various projects
- Worked with a powerful message broker that interprets, manipulates, and routes messages between systems using TCP/IP and other forms of communication channels
- Developed web-based interfaces using ASP.NET MVC and Web Forms. Example was a terminal dashboard for displaying flight information.
- Handled multithreading part in back end components
- Put up multiple REST/SOAP web services in Internet Information Services (IIS) providing XML and JSON response format to be used externally. Example was a SSL secured public web service that provides baggage transaction information.
- Constructed SSRS reports for displaying data to customers in a friendly fashion
- Developed applications for Motorola scanners running on Windows Mobile. Example was a passenger tracking tool providing airports and airlines with information regarding the location of passengers, wait times and passenger queuing areas.
- Wrote a kiosk application using Java in Eclipse which utilized Common Object Request Broker Architecture (CORBA) to communicate to other airport systems. It allowed passengers to scan their boarding pass and process their bags without agent assistance.
- Worked on an upgrade project, leading internal and Air Canada testers in verifying and validating the new software

SOFTWARE DEVELOPER INTERN; IBM Canada Ltd, Markham, Ontario, Canada   May 2010 - August 2011
Participated in all software stages (designing, coding, testing, integrating, installing, documenting) of development of IBM® TPF Toolkit (an easy-to-use, integrated development environment for TPF applications). <u>Achievements</u>:

- Developed several user interface portion of the software using SWT, JFace and Java swing
- Wrote, designed and produced automated testing tools using Java and JUnit
- Executed daily operations of automated testing
- Monitored functioning of equipment resulted from automated testing to ensure system operates in conformance with specifications and with no errors

- Implemented a restore session mechanism for a sophisticated component in TPF Toolkit which required a number of design revisions and meeting discussions
- Trained new intern student in the operation of the automated system equipment

PROJECT EXPERIENCES

UNIVERSITY OF BRITISH COLUMBIA, *Capstone Project*   May 2016 - December 2016
Developed a web-based hybrid mobile application using Ionic with Angular 2 JavaScript and Cordova frameworks, that facilitates communication and reliable access and transfer of information between healthcare practitioners during wound care management.

MCMASTER UNIVERSITY, *Final Project*   September 2011 - April 2012
Developed a Real-time strategy (RTS) computer game using Spring Engine in a group of three. Planned the requirements, design, documentation, implementation and testing using software project management tools.

ATHABASCA UNIVERSITY, *Research Assistant (NSERC/iCORE)*   August 2011 - April 2012
Developed a location-based Android mobile app called Mobile Treasure Hunting Game. Created user friendly UI with Java and demoed using instructional videos and manuals.

CERTIFICATIONS/MEMBERSHIPS

- IBM Certified Academic Associate - DB2 9 Database and Application Fundamentals
- Member of Golden-key society   2009 - Present
- EWB (Engineers Without Borders Canada)   2007 - Present

EXTRA-CURRICULAR ACTIVITIES

- Soccer, gym, swim and travel.