




# Vahram Victor Shahbazian

 victor.sh.91@gmail.com  Los Angeles, CA

 [victorshahbazian.com](https://victorshahbazian.com)  
 [linkedin.com/in/victor-shahbazian](https://linkedin.com/in/victor-shahbazian)  
 [github.com/victorsh](https://github.com/victorsh)

## Work Experience

### Snowdrops

Founder CEO September 2021 - now

#### [Snowdrops Github](#)

Developing an NFT platform for greeting cards using Solidity and Hardhat. Solidity EIPs in use include 2535 Diamond Standard, 998 NFT ownership of ERC20, 721 NFT, 1155 Multi Token Standard and 2981 NFT Royalties. Alongside development of smart contracts I am also working on developing the client using React and Three.js. Arweave is being used for storage, primarily for png and glb files as well as being used to deploy the frontend of the application.

### Reach Hackathon

Fullstack Developer May 2021 - August 2021

#### [Reach Battleship Github](#)

Participated in and won second place in Universities Unchained Hackathon event hosted by Reach and funded by the Algorand Foundation. Developed an application which allows users to bet on a simplified game of Battleship using Algorand as the currency to facilitate the betting and transacting.

### Cerner

Software Engineer Mar 2019 - Mar 2021

#### [Cerner's Website](#)

Worked with various levels of engineers, ui designers and clients to develop and deploy an application for healthcare professionals to have an easy to use platform in order to gain insights about their patients.

Backend development included the enhancement and creation of multiple ETL processing pipelines using Apache Crunch. Worked on the creation and optimization of api based on client feedback and overall improvements to the code base. Worked on AWS role creation and connection to S3 and RDBMS. Used Golang and Terraform to help manage Cerner's cloud based services.

Frontend development included using a combination for Ruby on Rails and React, as well as in house web frameworks to provide an interface for healthcare professionals to gain better insights on their patients. Wokred with UX Designers to develop a custom PDF generator which calls various APIs to compose a complete set of insights for a patient.

### Adventure Corporation

Full Stack Web Developer Intern Aug 2018 - Feb 2019

Contributed to existing projects as well as prototyping new applications of emerging technologies including blockchain and web based 3D graphics. The main project we worked on was an interactive 3D chat application built primarily using AFrame. This application allowed users to attach messages and gifs onto a 3D scene. The shared scene also included games such as soccer and shooting down a fighter jet which were both developed to be collaborative in real time using WebRTC and google's Firebase.

## Technical Skills

Languages	Databases
JavaScript • NodeJS • HTML5 • CSS3 • Solidity • Reach.sh • Java • Ruby • C • C++	MySQL • PostgreSQL • MongoDB • ArangoDB • Hadoop • Vertica
Frameworks	Hosting Services
React • Webpack • ThreeJS • AnimeJS • WebGL • AFrame • Apache Crunch	Amazon AWS • Digital Ocean • Netlify • GoDaddy
Tools	
Jira • Jenkins • Crucible • Visual Studio Code • IntelliJ • XCode • Git • Blender • Photoshop	

## Projects

### Cryptocurrency Trading Bot

NodeJS | React | CCXT  
Developing a trading bot to collect historical trading data and run it through a Convolutional Neural Network to determine when to buy and sell a Cryptocurrency in order to generate profits. The resulting data is used to predict whether the price of an asset will rise or fall. This is a hobby project which I work on developing on and off over time.

### ES6 Boilerplate and 2D Game Engine

NodeJS | Webpack | ThreeJS | p2.js  
[github.com/victorsh/webpack-es6-boilerplate](#)  
Project originally started as a boilerplate for future projects. The boilerplate was designed to allow Javascript ES6 functionality that follows a modular pattern allowing for the easy addition of external code. It has since been expanded to include a 2.5D game engine built using Three JS and p2.js.

### Adventure Chess

ThreeJS | IPFS | Ethereum  
[github.com/victorsh/adventure-chess](#)  
A project used to prototype Ethereum based non-fungible tokens (ERC721). A sample token was created on an Ethereum testnet using solidity, Truffle and Ganache which allowed the purchasing of new tokens that contained a url to a 3D object. Each unique id translated to a different chess piece and this chess piece was represented as a 3D model in three.js. The data for the chess piece was stored in a decentralized manner on IPFS.

### HTML to PDF Resume

NodeJS | Puppeteer  
[github.com/victorsh/resume](#)  
Project which uses the Puppeteer npm package to generate pdfs from html.

### Human Pose Estimation

Android | Machine Learning | Blender  
[Project Page](#)  
Used Machine learning (Random Forest Trees) and training data generated through Blender to allow for Google's Project Tango enabled devices to recognize human figures in real space using Depth Data.

### WebGL Scene Modeler

WebGL | JQuery | GLSL  
[github.com/victorsh/webgl-scene-modeler](#)  
A scene modeler built in WebGL allowing for importing of objects composed of indices and vertices. Implementation includes switching of various shaders, clickable interactivity, object transformation and scaling, switching between orthographic and perspective cameras, and applying textures to objects.

## Education

### Coursework

Introduction to Computer Graphics	Algorithms and Abstract Data Types
Introduction to Data Visualization	Compiler Design
Distributed Systems	Comparative Languages
Web Applications	Management of Technology
Introduction to Analysis of Algorithms	Introduction to Computer Networks

University of California Santa Cruz  
B.S. Computer Science

