Vahram Victor Shahbazian

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Work Experience

Snowdrops
Founder CEO   September 2021 - now

Snowdrops Github

Developing an NFT platform for greeting cards using Solidity and Hardhat. Soldity 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 Threejs. 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 generater 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
Javascript ◇ NodeJS ◇ HTML5 ◇ CSS3 ◇ Solidity ◇ Reach.sh ◇ Java ◇ Ruby ◇ C ◇ C++

Databases
MySQL ◇ PostgreSQL ◇ MongoDB ◇ ArangoDB ◇ Hadoop ◇ Vertica

Frameworks
React ◇ Webpack ◇ ThreeJS ◇ AnimeJS ◇ WebGL ◇ AFrame ◇ Apache Crunch

Hosting Services
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 collet historical trading data and run it through 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 peice and this chess peice was represented as a 3D model in threejs. The data for the chess peice 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 indicies and vertices. Implementation includes switching of various shaders, clickable interactability, object transformation and scaling, switching between othrographic 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