Rouzbeh Sabzehei

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Skills

Rust | WebAssembly | Node.js | JavaScript | TypeScript | Solidity | Git | React | MySQL | PostgreSQL | SQLite | MongoDB | InfluxDB | Redis
RabbitMQ | Docker | NginX | LPIC 1 | TCP/IP Socket Programming For Multiplayer Games | CI/CD | Grafana | Unit/Integration Testing | OOP
Clean Architecture | Game Design | Backend | Distributed Systems | Data Structures & Algorithms | Persian (Faris) | English

Experience

Software Engineer

Coinlocally | *Yerevan, Armenia* | 2021-2024

- Design and development of the main backend API gateway based on scalable REST architecture for core business and MetaTrader platform using **Node.js**, **TypeScript, Express**, **MySQL, PostgreSQL, RabbitMQ** and **InfluxDB**.
- Implementing a scalable distributed queue based computing mechanism for analyzing third-party and internal data, as well as performing high-performance calculations using **Node.js**, **Redis** and **Bull**.
- Development of scalable distributed EVM based blockchain scraper for analyzing wallet deposits for fungible and NFT tokens using **Node.js**, **Redis** and **Solidity**.
- Designing and development of a full featured demo trading platform for Futures contracts and centralized NFT marketplace.
- Development of NFT collection manager smart contract for EVM based blockchains using **Solidity**.
- Development of a high-performance orderbook system based on tested algorithms for WebAssembly virtual machines using **Rust** and **WebAssembly**.
- Containerizing backend and frontend applications with proper health checking and monitoring using **Docker**, **Docker Compose**, **Grafana** and **NginX**.

Mentorship

Webamooz | *Tehran, Iran* | 2021-2023

- Creating a Decentralized Blockchain from Scratch
- Deep Dive in REST API with Node.js
- Designing Real-time Applications with Socket.IO

Education

Bachelor of Science

Amirkabir University of Technology | *Tehran, Iran* | 2019-2023

- Mining Engineering
- Thesis: Development of a software tool for analyzing world scale base metal resources using data mining techniques.

Projects

BitBlade
- Terminal based Game Engine built in Rust. Link to Github repository.

Brainf#!k Interpreter
- Fast Interpreter for Brainf#!k programming language (Rust). Link to Github repository.

Clean Rust
- My attempt to implement clean architecture using Rust (Actix). Link to Github repository.

Math Race
- 2D top down multiplayer turn-based racing game based on mathematical questions. (Game Maker Studio, Node.js, TCP/IP, Android)