# Sha Yazdipour



Software Engineer and Applied Science Phone: 0049 \*\*\* \*\*\*\* (email me please)

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#### Profile

Shahriar (Sha) is a versatile Software engineer with a Master's degree in Computer Science from TU Ilmenau, currently advancing his career at Ubisoft. He has a strong foundation in Java and Cloud infrastructure from his work at Ubisoft & TomTom, and a solid background in ML/AI, developed during his academic career where he worked extensively with transformer models. At university, he conducted research on state-of-the-art Text-to-SQL & Text-to-SPARQL. His diverse experience spans Android and Windows Phone development, along with contributions to open-source projects, showcasing his commitment to learning and passion for exploring innovative technologies.

#### EDUCATION

# • Masters, Computer Science & Systems Engineering:

TU Ilmenau, Germany

- o Master's Thesis: A Review on State-of-the-Art Text-to-SQL Solutions
- Reviewed and compared cutting-edge Text-to-SQL solutions, including early (such as template based) and recent approaches (transformers and LLMs), analyzing their strengths and limitations.
- Examined widely-used benchmark datasets for evaluating Text-to-SQL, spanning single-domain and large-scale, cross-domain (WikiSQL, Spider) datasets.
- Obtained strong results with T5-PICARD and GPT Models, showcasing its ability to generate accurate SQL queries, even without fine-tuning for specific datasets.

# Work Experience

#### • Service Engineer/SWE at 'UbiSoft' - Dusseldorf - Germany

August 2022 - Now:

- o Implementation and design of an Event Driven Micro service application on multi cloud infrastructure.
- Maintaining 7 different Services for tackling toxicity and abuse in online video games.
- o Working in an Agile Environment and Multicultural Team.
- Participating in code reviews and contributing to Java/C#/Python/TypeScript projects.
- Developing AWS Infrastructure such as Serverless Lambda and maintaining Kubernetes.
- Working on API design and Maintaining CICD pipelines.

# • Software Engineer Intern at 'TomTom' - Berlin, Germany:

Aug 2020 - July 2022

- Delivering services in the field of traffic information, tested and applied in the real-production system.
- Developing Java Spring/Quarkus leveraging Protobuf in REST API and MQTT Service.
- Working with Microsoft Azure Cloud, Kubernetes and Infra as Code.

#### • Android Software Engineer at 'GFPishro Co' - Tehran, Iran:

Oct 2017-Jan 2019

 Developed innovative Geo Information Service/Software-Package, integrating Android / iOS Xamarin mobile applications for seamless offline user experience on our customers Intranet.

# SKILLS & EXPERIENCES

- Python: PyTorch, Huggingface, Keras, Flask, PyAutoGui
- Java: Spring, Android, Swing, Quarkus
- C#: .NET, Xamarin, UWP, WPF
- Web: HTML, CSS, TS, ¡Query
- Databases: MySql, SQLite, PostgreSQL
- Tools: Git, Docker, Kubernetes, Azure Cloud, AWS Cloud

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# • HarpoonAI - RAG LLM for Docs-Code-APIs:

Dec 2023

- o Ubisoft Hackathon project connecting internal APIs with LLM.
- Enables querying an internal LLM to call API endpoints in a chain, generate documentation and code within the corporation, using LangChain and Azure OpenAI service.

### • Text-to-SPARQL Question Answering Transformer (NL2Script):

Aug 2021

- Task: Implementation of sentence embedding for learning the transformation of questions to SPARQL queries with DBPedia - WikiData data integration in Google T5 and BERT Transformer.
- o Pre-processing and collecting a data-set with specific features needed.
- o Implement Fine Tuning steps for T5 Language model using Pytorch.
- o Developing a pipeline from data to deploying the model to Huggingface repositories.

## • Covid-19 Opinion Leaders on Twitter - Data Mining and Graph Analysis:

Sep 2020

- o Identified opinion leaders on Twitter using social network graph analysis methods.
- Pre-processed a 300GB Twitter dataset with specific features using parallel computing approaches.
- Applied social network analysis methods to find opinion leaders using the NetworkX.

#### • Developed MIRA Robot navigation system:

Dec 2019

- OpticalFlow and Color Segmentation Navigation using its camera system with C++
- o Object Detection using ResNet, ImageNet architecture with Pytorch

# • Recommendation System for Student Applicants, Seeking Financial Scholarship for Studying Abroad:

2017

- We have implemented a technique to bypass vBulletin CMS authentication system to crawl unstructured raw data from it and provide a dataset
- Using data analysis methods such as Decision tree, K-Nearest Neighbor and K-Means to determine chance of getting fund for graduate students.

### • UWP/WPF Applications (First Persian UWP Developer):

2015 - 2016

- Developed iTehran which is the First Persian UWP application.
- Developed multiple WPF and UWP application with more than 30,000 users download overall.
- Used MVVM, Xaml and C# to design Desktop and Mobile friendly applications.
- o Designed UI and Logo using Adobe XD and Photoshop.

# Open source projects

https://github.com/yazdipour

#### **Publications**

# Github Data Exposure using GraphQL Security Design Flaw (1k\$ Bug Bounty) S. Yazdipour\*, CCSE2020 - The 10th International Conference on Computer Engineering, Ilmenau Germany Decision Support for International Students Who Want to Fund Their Graduate Studies S. Yazdipour\*, N. Taherian "(IEEE) International Conference on Machine Learning and Data Science, India" [Published]