


PEDRAUM SAFARZADEH

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 pedraumks

TECHNICAL SKILLS

Languages: Java, JavaScript, TypeScript, HTML, CSS, SQL, PHP, Python, C++, C
Frameworks: React, jQuery, Node.js, Mocha, JUnit
Databases: Oracle DB, MySQL, Firebase
Technologies: Unix, Git, Visual Studio Code

WORK EXPERIENCE

Web Developer Intern, UBC Department of Forestry SEPT 2018 - PRESENT

- Working in a team to develop a full stack web application called Syncholar which is a knowledge sharing platform for research labs and networks
- Utilizing React for the frontend to add new features and to improve the existing design, resulting in a intuitive UI
- Integrated components to the Firebase backend after extensive testing
- Ensured local development standards are met before deploying to production

SCHOOL PROJECTS

Basketball League System, Relational Databases, UBC FEB - APR 2018

- Implemented a web application, using a database for a basketball league, which allows querying for information about the basketball players, teams and matches in our league.
- Implemented the functionalities of our application by using 10 SQL queries (simple, nested, aggregate)
- Used HTML and PHP to build the GUI of our application
- Used Oracle's SQL*Plus to test our queries and ensure we get back the right results

Email Server, Internet Computing, UBC NOV - DEC 2017

- Implemented the POP3 network protocol for an email server
- Used TCP sockets in C to implement commands such as USER/PASS, STAT, LIST, RETR, DELE, RSET, NOOP, and QUIT
- Used telnet as a client for testing various cases of commands as well as incorrect or unusual sequence of commands

Data Query System, Software Engineering, UBC SEPT - NOV 2016

- Built a web application that parses datasets about courses and rooms at UBC and allows querying for information about the courses, rooms, and course scheduling
- Used jQuery and TypeScript libraries for the front end and the Node.js framework for the back end
- Implemented unit tests using Mocha throughout the project to ensure top quality of the system
- Used GitHub to allow team collaboration and keep track of changes made throughout development

PERSONAL PROJECT

Memory Match MAR - MAY 2017

- Created a multi-player memory game which allows players to flip two cards on their turn and try to create a matching pair
- Implemented a server that controls the game and uses Java sockets for network communication
- Built a GUI that lays out a grid of cards for the game and allows the players to know when it is their turn and to keep track of the number of matching pairs they have

EDUCATION

University of British Columbia, Bachelor of Science in Computer Science SEPT 2015 - PRESENT

Relevant Courses: Software Engineering, Data Structures & Algorithms, Relational Databases, Internet Computing, Human Computer Interaction, Artificial Intelligence, Computer Vision