Nima Najafian

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Portfoio Website
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Education

•Bachelor's of Science: Computer Science *2021-25*
University Of Oklahoma, Norman Major GPA: 3.6

Experience

•Database & Back-end Developer *Jan 2023 - Current*
ScooterLab Funded by the National Science Foundation Hybrid
- Focused on Ramp API development, managing and optimizing back-end processes.
- Handled data management, parsing, and collection to ensure accurate and efficient data handling.
- Resampling and data processing to improve the reliability and performance of back-end systems.
- Concurrent embedded programming and deployment.

•Software Development Internship *May - Augest 2023*
Flywheel Energy Hybrid
- Developed back-end services for an energy management system using sprocs and Typescript.
- Specialized in Ionic, Angular, and TypeScript to ensure seamless integration with company objectives.
- Excelled in optimizing existing apps and staying updated with industry trends.
- Hands-on experience in Full-stack Development and automation using Azure Management Console.

Personal Projects

•Diet Companion
An AI driven diet tracking web app build using Ionic/Angular framework.
- Using ODM and ORM libraries such as Sequelize and Mongoose to define our database models.
- Utilizing the Ionic/Angular framework for web-app front-end development.
- Utilizing public API's for data collection and developing internal APIs for our back-end systems.
- Technology Used: Typescript, Ionic/Angular, Jest, MySQL, MongoDB, ODM & ORM Libraries, Docker, Git, API

•Sequelize Model Generator
A simple python program that will create Sequelize Models in TypeScript.
- This program generates a Sequelize model in TypeScript with snake case field names.
- It prompts the user for model attributes, handles foreign key relations, and includes a revert option to correct the last input.
- Technology Used : Python, Git

•Saint Dracul Arena (Video Game)
A Doom-inspired first-person shooter game developed using Unity 3D.
- Designed and implemented core gameplay mechanics, including player controls, AI behavior, and combat systems, using C#.
- Developed robust back-end processes and utilized command patterns to streamline game logic and event handling.
- Created and optimized 3D assets using Blender to enhance game visuals and environment design.
- Deployed and tested the game on a Linux environment, ensuring compatibility and performance across platforms.
- Technologies used: Unity 3D, Blender, C#, Linux.

Technical Skills and Interests

Languages: C/C++/C#, Python, Javascript, Typescript, HTML+CSS, Java
Libraries : Java Multiverse, Python Numpy, pandas, Ionic, ODM, ORM, Mongoose, Sequelize
Web Dev Tools: Nodejs, VScode, Git, Github, Postman
Frameworks: Ionic, Angular, React, Chakra UI, Bootstrap
Cloud/Databases: MongoDb, MySQL, Google Cloud
Relevant Coursework: Data Structures & Algorithms, Operating Systems, Object Oriented Programming, Database Management System, Software Engineering.
Areas of Interest: Database Engineering, Web Development, Back-end Development, Electric Mobility.
Soft Skills: Problem Solving, Critical Thinking, Presentation, Adaptability.

Positions of Responsibility

•Daily Drive with Tux Workshop - University Of Oklahoma, Norman *Nov 2024*
- Introduction to Linux for daily use.
- Organize and prepare material for the workshop.
- Running a live demo of Linux installation and configuration.