

# Sam Mojaverian

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## Technical Skills

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**Programming Languages:** Java, C#, Python, JavaScript, SQL, PHP, HTML, CSS, C, Prolog, Lisp, YAML

**Technologies:** Spring, Unity, OpenCV, PyTorch, Sklearn, Numpy, MySQL, MongoDB, H2 Database, Node.js, React

**Other:** Unix/Linux, macOS, Windows, GitHub, Bitbucket, Jira, Redmine, Heroku, Jenkins, Jupyter, IntelliJ IDEA, Postman

## Education

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### Concordia University

Bachelor of Computer Science - Coop

Sep 2020 – Aug 2023 (Expected)

- Recipient of a Government of Quebec award under the **Merit Scholarship** Program (2000\$)
- **Courses:** Data Structures & Algorithms, Operating Systems, Object-Oriented Programming, Programming Languages & Paradigms, Artificial Intelligence, System Hardware, Databases, Web Programming

## Industry Experience

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### Morgan Stanley

Technology Analyst Intern, Application Development – Montreal, Quebec

Jan 2022 – Apr 2022

- Developed a **Java** back-end parsing microservice reducing query redundancy, resulting in **95% faster** asset query times, using **StanfordNLP**, **Apache Lucene**, and **Gradle** while creating corresponding unit tests using **JUnit**
- Made changes to the **YAML** files of the codebase to retrieve build and deployment numbers from the **CI/CD (Jenkins)** pipeline, resulting in easier access to affected code versions, bringing down the overall bugfix time
- Analyzed and explored the usage of artifact publishing using **JFrog Artifactory**
- Integrated a development team and participated in their tasks and **Agile** development process (**Scrum & Kanban**)
- Planned and delivered a webinar to present the business impact of the project to HR and other employees

### Antea AIM Software

Junior Programmer (Internship) – Brossard, Quebec

May 2021 – Nov 2021

- Assisted in the development of Antea's flagship Asset Integrity Management software.
- Fixed bugs ranging from front-end to back-end while listening to feedback from senior developers
- Participated in a 3-week training session covering various Java technologies such as **Spring**, **Vaadin**, **Maven**
- Learned how to work in a development team using tools such as **GitHub**, **Confluence**, Wrike, Redmine
- Developed enhancements requested by important customers while respecting a release deadline

## Projects

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### Masked Face Classifier – Deep Learning

PyTorch, Skorch, NumPy, Scikit-Learn

Academic Project – Concordia University

Jun 2022

- Built and trained a convolutional neural network, achieving over 80% accuracy on classification for 4 mask classes
- Gathered over 1200 images of faces either wearing no mask, N95, surgical, or cloth masks
- Applied data augmentation to create a dataset of over 2500 images while removing bias
- Performed K-Fold Cross-Validation to estimate the performance of the model and the dataset over 10 folds

### Lost in Space – Unity Video Game – [Lost in Space](#)

C#, Unity

McGameJam 2022 – McGill University

Mar 2022

- Designed and developed a 2.5d platformer game with procedurally generated endless levels, as a team of 6

### Stutype – Typing/Studying Tool – [Stutype](#)

React, Node, Heroku

McHacks 2022 – McGill University

Jan 2022

- Developed a typing game with revision features using React and deployed with Heroku as a team of 4 developers

### Don't Overthink It – Unity Video Game – [Don't Overthink It](#)

C#, Unity, Steamworks, Mirror

McGameJam 2021 – McGill University

Jan 2021

- Developed a 2d multiplayer isometric shooter game with Steam friend list integration, as a team of 4 developers