



34 years old

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EXPERIENCES

Android Developer



Worldline - Since September 2020 - Freelancer - Brussels - Belgium

As part of the terminal system support and integration team, I'm focused on coaching our clients and partners on developing and integrating their applications into Worldline's payment terminals based on a modular and flexible approach to software development.

We provide easy integration thanks to in-house software development kit and terminal management tools, so the developer can concentrate on the business aspects of his applications and operators can easily deploy them in the field.

Software Engineer

Staizen - Since August 2020 - Freelancer - Brussels - Belgium

- ▶ Engineering and delivering products that support successful enterprise transformation.
- ▶ Bringing clients vision and ideas to life by applying leading best practices and proven design principles.
- ▶ Building end-to-end applications that meet internal needs and enhance customers experience.

Android developer



PlayPass - January 2020 to March 2020

- ▶ Development of cashless solution applications using NFC and POS terminals, in which payment methods such as Lyf, Payworks, Ingenico and Worldline were integrated, by applying Android design guidelines.
- ▶ Working environments:
Java, Kotlin, Android
JUnit, Espresso, JaCoCo, Mockito, Robolectric, Spoon
Dagger, Butterknife, Requery, MVP, MVVM, Firebase, Google Analytics, Retrofit, Zxing, Google Play Services, Carbon
- ▶ Interruption due to COVID-19 pandemic!

Java web developer



Amazon - July 2019 to December 2019 - Freelancer - Luxembourg - Luxembourg

As part of the transportation team I worked with business, operations to integrate new carriers and ship methods into the network, which involved to design, develop and maintain transportation documents like carrier electronic manifests and invoices.

Android developer



Atos Worldline - November 2018 to June 2019 - Freelancer - Brussels - Belgium

- ▶ In charge of the development, maintenance and testing of conceptualised features of Worldline's new payment terminal
- ▶ Working environments:
Java, Android, C
JUnit, Espresso, Robolectric, JaCoCo
Dagger, ButterKnife, Glide, Retrofit, Gitlab CI, Clean architecture, MVP

Android developer



KBC Bank & Verzekering - May 2018 to October 2018 - Freelancer - Leuven - Belgium

- ▶ In charge of the development, maintenance and testing of conceptualised features of the native Android banking apps of KBC, including UI, core functionality with the help of in-house and third-party SDKs

- ▶ Working environments:
Java, Kotlin, Android
JUnit, Espresso, SonarQube, JaCoCo, detekt
Dagger, ButterKnife, Glide, Google Play Services, MVP, Firebase, Google Analytics, Retrofit, Behaviorsec, ZXing, ExoPlayer, Wordline

Web developer

The Crew Communication - August 2017 to April 2018 - Freelancer - Waterloo - Belgium



Working environments:
HTML, CSS, Javascript, PHP, Symfony framework, Node.js, SQL, MySQL, XML, jQuery, WordPress, Drupal, JSON, Divi
Git, Sequel Pro, AjeNTi, NGINX, PHPStorm
RESTful architecture, MVC Architecture, Webservices
Mac OSX, Debian, Vagrant, Docker

Web & mobile developer

Vanzo Consulting - Since January 2017 - Freelancer - Brussels - Belgium



- ▶ Development of web based and native application solutions and maintenance aimed at a vast number of diverse devices.
The primary focus is placed on the development of applications and their integration with existing or made-to-measure back-end services.
- ▶ My recurrent responsibilities consist of translating designs and wireframes into high quality code.
Designing, building and maintaining high performance, reusable, and reliable code.
Ensuring the best possible performance, quality, and responsiveness of an application.
Identifying and correcting bottlenecks and bug fixing.
Helping to maintain code quality, organization, and automatization.
- ▶ Possibility of working along-side other engineers and developers working on different layers of an infrastructure.
Therefore, commitment to collaborative problem solving, sophisticated design, and creating quality products is within my capabilities.

Web & mobile developer

Homelog - April 2013 to July 2017 - Full-time - Brussels - Belgium



- ▶ Analyse, conception, development and maintenance of the official web and Android applications along with the RESTful API serving these apps as well as those linked with the partners of the company.
- ▶ Working environments:
HTML, CSS, Javascript, PHP, Twig, Android, OpenGL, Elasticsearch, Symfony framework, Node.js, Backbone.js, SQL, MySQL, XML, jQuery, SASS, Gulp, Prestashop, Doctrine, SQLite, JSON
Git, Sequel Pro, Android Studio, NGINX, phpMyAdmin, PHPStorm, Jira
RESTful architecture, MVC Architecture, Webservices
Agile, Scrum methodology
Mac OSX, Debian, Vagrant

Web developer

Snowcap - October 2014 to September 2015 - Full-time - Brussels - Belgium



- ▶ As a developer of a technical agency, the scope of my tasks included pretty much everything related to web development, including analysis and technological strategy, backend and frontend web development as well as IT consultancy and support.
My approach was dead simple : using efficient and open technologies in order to deliver high-quality web projects.

- ▶ Working environments:
HTML, CSS, Javascript, PHP, Twig, Elasticsearch, SQL, MySQL, Symfony framework, Doctrine, XML, SASS, Less, Gulp, jQuery, JSON
Git, Sequel Pro, PHPStorm, VirtualBox, VMWare
RESTful architecture, MVC Architecture, Webservices
Mac OSX, Debian, Vagrant
Node.js: as a tool for front-end dependencies management and as the used framework for the development of customers' chat application of an insurance company.

End-of-study internship

Easynext - March 2012 to June 2012 - Internship - Brussels - Belgium



- ▶ Implementation of a communication architecture between a Windows Phone 7 and a multi-tiered server application.
- ▶ Demonstration of functionalities through a simplified service management application.
- ▶ Working environments:
.NET, C#, SQL, Microsoft SQL Server, UML, XML, JSON
Git, Microsoft Visual Studio, Microsoft SQL Server Management Studio,
RESTful architecture, MVC Architecture, Webservices
Windows 7, Windows Phone

Observation internship

WDM Belgium - February 2011 - Internship - Brussels - Belgium



Observing on the ground certain concepts acquired during the first 3 semesters of the training and elaborating a synthesis of the acquired experience.

SKILLS

Development

- ▶ Web development, HTML, CSS, Javascript, PHP, Java, J2EE, Twig, C/C++, Android, C#, OpenGL, Elasticsearch, Symfony framework, SQL, MySQL, SQLite, PostgreSQL, XML, JSON, jQuery, Doctrine, SASS, Less, Backbone.js, Node.js, Gulp, Prestashop, WordPress, UML
- ▶ Sequel Pro, Eclipse, Git, Ajenti, MySQL Server, MS SQL Server, NGINX, phpMyAdmin, Visual Studio, PHPStorm, Android Studio, Jira
- ▶ Windows, Mac OSX, Debian, Vagrant
- ▶ RESTful architecture, MVC architecture, Webservices
- ▶ Agile, Scrum methodology

Interpersonal

- ▶ Leadership
- ▶ Public Speaking
- ▶ Customer support

Languages

- ▶ English (complete professional mastery)
- ▶ French (bilingual)
- ▶ Dutch (smattering)
- ▶ Persian (mother tongue)

EDUCATION

Bachelor degree of computer science

INSTITUT PAUL LAMBIN

September 2009 to June 2012

Emphasised by C++ & graphics programming, Android programming and Artificial intelligence

High school

CENTRE SCOLAIRE MA CAMPAGNE

June 2003 to June 2009

Emphasised by mathematics & sciences

INTERESTS

History

Ancient civilizations

Video games

- ▶ Simulation
- ▶ Action-aventure
- ▶ Strategy

Sport

- ▶ Football
- ▶ Fitness

IT enthusiastic

- ▶ The Internet of Things
- ▶ Communication
- ▶ Nanotechnology
- ▶ Artificial Intelligence

Music

- ▶ Pop
- ▶ Rock
- ▶ Hip-hop