Sohrab Farzaneh Candón

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Graduate Software Engineer with extensive knowledge in object-oriented design and programming using Java and Objective-C with specific design patterns knowledge (MVC, Client-Server). Experience developing complex algorithms using advanced techniques such as genetic programming and evolutionary algorithms. Knowledge and experience with different agile methodologies (XP, RUP, Scrum). Highly motivated and interested in efficiency improvement (PSP, Pomodoro Tecnique). Proven ability to work and lead groups from 2 to 8 people in multicultural environments.

TECHNICAL SKILLS

Traditional and agile development environments -ESA, SCRUM, RUP, XP-; MVC and Client-Server design patterns; Complex algorithms design and data mining using Java -JMetal, ProGen, Weka, JavaCC-; GUI design -SWING, GWT, OpenGL, iOS storyboard, .NIB Files, JData, CorePlot-; Ubiquitous and mobile systems communication -iOS, Web Services, XML, JSON-; Eclipse, NetBeans and XCode environments; Distributed version control –Git-; Unix/Linux developing experience; Experience in multicultural and distributed environments; Complete live cycle exposure, High proficiency documenting and reporting; Wide oral presentation experience -professional acting experience-;

Moderate knowledge of MySQL; JavaScript; HTML; CSS; PHP; Lisp; Prolog; Python; XPath; J2EE -JSP, JBN, RMI, Ant Builder, JUnit Tets-

EDUCATION & TRAINING

M.Sc. Management of Information Systems (part-time)   2013-2015
Trinity College Dublin, Ireland

B.Sc. Computer Science & Software Engineering - 1.1 Hons   2007-2013
Bilingual Long Cycle Degree 5 years - Specialized in Artificial Intelligence
Universidad Carlos III de Madrid (Madrid, Spain)
• *Final Thesis project was "E-LEDA: E-Learning Data Analyser" - 10/10 -1.1 Hons-*
  (http://seldata.sel.inf.uc3m.es/people/sohrab/eleda/project-documentation.zip)

Erasmus Programe - 1.1 Hons   2009-2010
Universität Paderborn, Germany

PROFESSIONAL EXPERIENCE

Research Fellow   Software Engineering Lab (SEL–UC3M), Madrid   Nov. 2012–June 2013
Research project in collaboration with Universidad Carlos III de Madrid (Spain); Supported by the Spanish Ministry of Education, Culture and Sport.
• Researched about Learning Management Systems
• Analysed, designed and implemented a mobile application -iOS-
• Take decisions about methodologies to use -Agile, Larman's Method – RUP subset-
• Estimated costs, planned and managed of the project
• Used efficiency measurement and time management techniques. PSP, The Pomodoro Technique

Achievements
• Designed a combination of methods and techniques for the project, improving the task estimation accuracy by a 18,1% combining the Larman's method, PSP and the Pomodoro Technique.

Key Technologies: XCode; Objective-C; Cocoa Touch; CorePlot; JSON; PHP; MySQL; Larman's Method; LMS; PSP; The Pomodoro Technique, OmniPlan, Visual Paradigm, MVC.

Technical Consultant   NH Clínicas S.L., Málaga   Feb. 2011–June 2013
Support in a dentistry and aesthetical clinic in Costa del Sol.
• Managed heterogeneous networks. Mac / Windows
• Designed business reports
• Developed different solutions using MSWord and MSExcel with VBA

Achievements
• Simplified the management and accountant process using Excel and Word with VBA Macros
• Adapted business reports simplifying the information access for the business managers

Key Technologies: Word; Excel; Visual Basic for Applications (VBA); HTML; CSS; Twitter Bootstrap.

LANGUAGES

Spanish (Native)   German (B1, EOI Certificate)
English (TOEFL iBT 101/120)   Italian (A1)

PROJECTS

Chamilo Mobile LMS   May 2013-Current
Individual member of the Chamilo Association taking part in the development of the new mobile LMS project (http://support.chamilo.org/projects/mobile). Distributed multicultural project.
• Analysed requirements and design for the universal mobile LMS -HTM5-
• Adapting the existing web services -PHP-
• Analysing and Designing the long term project for Android and iOS native Applications
• Translated contents from English to Spanish
Key Technologies: HTLM 5, PHP, Redmine, MVC

Semi-Structured Natural Language (SSNL) to Java Compiler   Feb.2011–Sep.2012
JavaCC compiler from Semi-Structured Natural Language (SSNL) to Java language.
• Established the theoretical bases of the project
• Specified and designed the SSNL language –EBNF-
• Developed lexical and syntactical analysers using Java and JavaCC
• Documented the project
Key Technologies: EBNF, Java, JavaCC, Eclipse, Lexical Analysis, Syntactical Parsing, LL(K), Top-Down Parsing.

Experimental Supermarket Product Positioning Analysis   Feb.2010-Jun.2010
Experimental analysis of a supermarket benefits depending on the position of the products and the day they where sold, using a variety of technologies.
• Established the theoretical bases of the project
• Designed and developed the Java interface and python analysis scripts –GWT, Python-
• Developed macros and automations for the Datamart charting and analysis– Excel VBA-
Key Technologies: Excel VBA, Java SWING, Python, Datamarts, Data analysis, Chart Design, Chart Automation

Java Arkanoid   Jan.2008-May 2008
Classic Arkanoid desktop game developed in Java.
• Designed and developed game levels and persistent game status.
• Developed a music player for the game
• Designed and developed the graphical appearance of the game –AWT, SWING-
Key Technologies: Java, AWT, SWING, JSerialization.

AWARDS

2nd Place - Robot Controller Contest (Robotics-UC3M) 2012
Controller for PIONEER II robot guidance through a maze

Spain Top 100 - Beertual Challenge 6 2012
Business strategy game hosted by Grupo Modelo. Cerbeerceros Team *60/200 Spain; 243/2000 Global*

1st Place - Machine Learning Contest (PLG-UC3M) 2011
Agent design and implementation for business result improvement in Simba business simulator

4th Place – ProGen 2/PlanetWars Contest (PLG-UC3M) 2011
Bot development for the PlanetWars environment using genetic programing and the ProGen2 Java Framework

Spain Top 50 - Beertual Challenge 5 2011
Business strategy game hosted by Grupo Modelo. Cerbeerceros Team *35/200 Spain; 147/2000 Global*

Global Top 50 - Business Strategy Game 2010
Booster Team - Universität Paderborn *Pos. 44/50 (Stock Price)*

REFERENCES ON REQUEST