

Shamim Sanisales

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SOFTWARE BACKEND DEVELOPER

As an experienced software engineer, I have expertise building robust backend systems and web applications using a range of programming languages and frameworks. I employ strong analytical abilities and attention to detail to design efficient architectures and databases. With experience delivering a range of projects, I write clean, maintainable code and create well-documented systems. I collaborate cross-functionally, communicate effectively, and apply critical thinking to understand requirements and provide optimal engineering solutions focused on scalability, performance, and reliability.

SKILLS

Languages	: Python, C#, Go, Matlab, C++
Frameworks	: Flask, Django, FastAPI, .NET, Gnet, Iris
Libraries	: Sklearn, BS4, Pandas, Numpy, Streamlit
Databases	: MongoDB, PostgreSQL, MySQL
Cloud	: AWS, Azure
Dev Tools	: Git, Unity, Docker, Jira, Trello
Soft Skills	: Team working, Solid programming, Clean-code, Scrum, Agile, OOP, System Design

EXPERIENCE

Backend Developer APR 2023 – Present
Companion Group *Remote – UK*

- Worked as a backend developer using CSharp, Azure, .NET, Docker
- Focused on matchmaker and orchestration services

Backend Developer APR 2022 – MAR 2023
MetaKing Studios *Remote – Sweden*

- Revolutionized the strategy genre with BLOCKLORDS, the world's first MMO grand strategy game powered by web3, by developing a TCP gateway system for communicating between client and server with Go
- Designed and implemented MongoDB for reading and writing data

Backend Developer JAN 2021 – JUN 2022
Masterabode *Remote – Australia*

- Boosted performance by 60% through feedback-based improvements after setting up a Python web application on Amazon Web Services (EC2)
- Organized more than 100,000 rows of data using BS4 in a PostgreSQL database through efficient data crawling and modeling various indicators based on it
- Improved customer experience by sending messages with Twilio API, SNS, and Amazon STMP
- Enabled seamless integration of images and videos by setting up and utilizing AWS S3

Python Developer JUN 2020 – JAN 2021
Viraco *Full-Time – Iran*

- Deployed a fintech web application using +120,000 Binance Data with Flask Framework that enabled consumers to trade on Binance
- Analyzed and built data scrapers and analyzers for about one million rows, stored in MySQL databases, and modeled various indicators based on it
- Created a prediction system and multiple Indicator based on that with Regression ML algorithm on Binance data

Unity Game Developer FEB 2016 – MAR 2020
Hoogo Studio *Part-Time – Iran*

- Created 4 chapters of a mobile version of Stars based on Euler graphs
- Developed 9 web application games called Cogame that combined Color Match, Pinball Recall, Train of Thought, and Recall, using WebGL in Unity
- Designed and developed a VR game for children named Snowy World using Unity and Google VR APIs to reduce pain during bandaging for 5-12 years old kids

EDUCATION

Malek-Ashtar university of technology

Master of Science in Aerospace Engineering, Space Engineering

Thesis: Cubesat health monitoring system: ADCS subsystem

Tehran, Iran

OCT 2021 – Jun 2023

University of Isfahan

Bachelor of Science in Computer Engineering

Thesis: Design and implementation of a low-power module using GPS for IoT networks

Isfahan, Iran

SEP 2016 – SEP 2019

PUBLICATION

Integrating 2-SMC and anomaly detection using autoEncoder for enhanced safety and reliability of quadrotor uavs

International Journal of Reliability Risk and Safety Theory and Application, 2022.

Health monitoring system of cubesats: A comprehensive review

7th International Conference on Reliability and Safety Engineering, 2023

Artificial Intelligence Techniques for Spacecraft Health Monitoring System : A Survey

in 21st International Conference On Iranian Aerospace

Launched item bases recommended system for google play games

in 6th international conference on computer games, University of Isfahan

LANGUAGE

- English (fluent)
- Persian (Mother Tongue)