

Maryam Bagheri

Montreal, QC

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EDUCATION

Master of Science, Software Engineering 2021
Concordia University, Montréal, Quebec, Canada

Master of Science, Computer Engineering 2016
Payame Noor University of Tehran, Iran

Bachelor of Science, Computer Engineering 2011
Islamic Azad University of Karaj, Iran

COMPUTER SKILLS

- Programming languages: C, C++, SQL, Java, HTML, CSS3, Java Script, Bootstrap
- Content Management System: Joomla, Web page maker
- Analysis and Simulation Software: Arena, NS2, Smart Draw, Rational Rose
- Automated Testing Tools: JUnit, Selenium, JaCoCo, Clover, JMeter, Jenkins
- Other Software: Microsoft Office, Adobe Photoshop, Adobe XD, Jira

LANGUAGES

Fluent in English and Persian. Conversational French.

PROFESSIONAL EXPERIENCE

Software Developer in Test Feb. 2022- Up to now
Nakisa, Montreal, Quebec

- Perform different types of testing like manual testing, functional testing, performance testing, smoke testing, system testing, and regression testing.
- Identify defects and bugs in products and report them through Jira.
- Run the automation for the whole system using Jenkins and selenium and provide the analysis of reports generated as a result of weekly regression reports of automation.
- Train new QA Engineers, and software developers in test, on the Lease Administrator Web Application.

Teaching Assistant Jan. 2021-Dec. 2021
Dept. of Software Engineering & Computer Science, Concordia University, Montreal, Quebec

- Teacher assistant of Software testing, verification, QA, Software Architecture and Design, Operating Systems, and Java Programming.
- Developed and coordinated online course material for Zoom tutorial sessions.
- Prepared descriptions and outlines of course projects and assignments for students.
- Marked student's exams, assignments, and projects.

Lecturer

2016-2019

Dept. of Computer Engineering, Payame Noor University of Tehran, Iran

- Taught over 3 Bachelor level courses per semester. Programming Languages: C, C++, Java, SQL, and Assembly
- Taught Basic Concept of Computer Programming, Computer Architecture, and Operating Systems

Web Designer & Administrator

2015-2019

Center of Excellence in Design, Robotics, and Automation, Mechanical Engineering Dept., Sharif University of Technology, Tehran, Iran

- Designed and developed the center's external [portal](#), and continue to update and maintain it on a regular basis.

Web Designer & Administrator

2013-2019

Campus Research and Technology, Sharif University of Technology, Tehran, Iran

- Designed and developed the center's external [portal](#). I also updated and maintained the portal on a regular basis.

Web Designer & Administrator

2013-2015

Sharif University of Technology, Tehran, Iran

- Designed, developed, and maintained the website of Dr. Meghdari's [portal](#) in the Sharif University of Technology.

Intern

Apr. 2008 - Feb. 2009

Tamin-Telecom Company, Tehran, Iran

- Programmed and developed the software for banking payment under the supervision of company.
- Worked on Java programming language and MVC design patterns

ACADEMIC PROJECTS**Modeling and Implementing Website for Collecting data for Covid-19 patients**

- Designed and implemented Covid-19 website to help patients, doctors, and nurses.
- Created a website with faster access to the medical system during the Covid-19, more user-friendly and integrated.
- Used C#, Html, Java Scripts, CSS, and bootstrap for implementing a responsive website.

Modeling and Implementing Intelligent Student Identification Code Abstract Data Type

- Used Java Programming language to design new abstract data type which automatically adapts to the dynamic content that it operates on.
- Implemented smart data structure with the ability to accept the size (total number of students) as a parameter and use an appropriate (set of) data structure(s).
- Implemented primary structures like add, remove, search, IsNext, Isprevious, getValues, RangeKey, etc.

Modeling and Implementing familiar Risk Game

- Designed and implemented a mini version of the Risk game under Command Prompt Control.
- implemented various operations like loading, editing, adding, removing, and validating for the player, Country, Continent, and Map.
- Used Java Programming language and design patterns for designing the game.

Tutorial Software Development

- Designed the multimedia Adobe Photoshop Tutorial by using C programming language
- Implemented the multimedia Windows XP Tutorial by using C++ programming language

CERTIFICATES

- Certificate of HTML5, CSS3, and JavaScript – Udemy 2020
- Master Class Software Testing with Jira & Agile -Be a QA Lead 2021

INTERESTS

Travelling, Cycling, Design and programming of functional algorithms, and of course Shopping