Amir Lajevardi

London, UK · +44 7376 129141 · amir.lajevardi84@gmail.com
linkedin.com/in/amir-lajevardi · github.com/Amirlaj · amirlajevardi.com

Education

City St George's, University of London Sep 2024 – Jun 2027
BSc Computer Science *London, United Kingdom*

- On track to achieve a first-class degree.

Collingham College Aug 2023 – May 2024

- One-year A-level programme; awarded a scholarship.

Experience

Software Engineering Intern Aug 2026 – Sep 2026
Remote

- Designed and developed a mesh contraction algorithm that transforms complex 3D meshes into simplified skeleton graphs.
- Refined the geometry-processing pipeline to improve the accuracy and computational efficiency of skeleton extraction.

ETHGlobal — Hackathon Prize Winner July
Lisbon, Portugal

- Assembled and led a team building RWA Outlets, a liquidity platform for tokenised real-world assets.
- Contributed a Node.js and Express backend with MongoDB persistence, implementing REST APIs for redemption requests, vault positions, trade history and notifications.
- Added input validation and request-state handling to support the prototype's redemption and withdrawal workflows.
- Awarded **3rd place in the Uniswap Foundation's Best Uniswap API Integration category**.

Personal Tutor — Mathematics & Computer Science Sept 2024 - Oct 2025
London, UK

- Tutored GCSE and A-level students, focusing on exam preparation and strengthening problem-solving skills.
- Topics included differentiation, probability, algebra and vectors.

Projects

LPL26 Compiler | Repository Mar 2026 – Apr 2026

- Built a compiler translating LPL26 source code into SSM stack-machine assembly, with a recursive-descent parser (SBNF), an AST, code generation and runtime support for arrays, records, scoping and memory-safety checks.
- Designed a symbol table for scopes and stack-frame offsets; validated the implementation with 60 JUnit parameterised tests.

InfoPharma Ordering System IPOS-SA | *Team project* | Repository Mar 2026 – Apr 2026

- Built Spring Boot backend modules with JWT authentication and role-based access control, and designed the ER model and SQL schema for orders, invoices, payments and audit logging.
- Wrote 86 JUnit/Mockito tests, set up the GitHub repositories, coordinated shared interfaces and led peer review.

iOS Cryptocurrency App | Repository Mar 2025 – Jun 2026

- Built a live cryptocurrency tracker in SwiftUI (MVVM) with REST APIs via Combine, custom animated charts and Core Data persistence.
- The app was then tested on TestFlight.

Computer Networks | Repository Feb 2025 – Apr 2025

- Built client–server programs using sockets and TCP/UDP, with reliable request–response handling and error handling.

2D Java Game | Repository Feb 2025 – Apr 2025

- Developed a physics-based 2D game in Java using JBox2D and Swing, supporting single-player and local two-player modes.
- Implemented character movement, shooting, health management and jetpack power-ups.
- Added automatic level progression, interactive menus, pause/resume controls and background audio.

Open-Source Contributions

- Contributed to cURL, the command-line tool and library for transferring data over URLs.

Technical Skills

Languages, Frameworks & Tools: Java, Swift, SQL, Spring Boot, SwiftUI, Combine, Core Data, JUnit, Mockito, Git, GitHub, TestFlight.

Software Engineering & Database Design: REST APIs, JWT authentication, role-based access control, TCP/UDP socket programming, SQL schema design, entity–relationship modelling, MVVM architecture, compiler construction, recursive-descent parsing, abstract syntax trees, code generation.