

# Parsa KamaliPour | CV

Kerman – Iran

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## Education

### Vali-e-Asr University of Rafsanjan

Rafsanjan, Iran

B.Sc. Computer Engineering

2018–Present

- Last two years GPA without calculating summer semester: 17.37/20 (3.71/4.00)
- CGPA: 16.66/20 (3.419/4) with 124 credits passed so far
- Major Area: Software Engineering.
- Bachelor's Thesis: Community detection in complex network based on an improved random algorithm using local and global network information
- Bachelor's Thesis grade: 20/20 (4.0/4.0)

## Publications

- Fahimeh Dabaghi-Zarandi, **Parsa KamaliPour**, "Community detection in complex network based on an improved random algorithm using local and global network information," *Journal of Network and Computer Applications*, vol.206, p.103492, Aug 2022, doi.🔗 Q1, Impact factor: 7.574
- Fahimeh Dabaghi-Zarandi, Mohammad Mehdi Afkhami, Mohammad Hosein Ashoori, **Parsa KamaliPour**, Mohammad Amin Ahmadi, "Solving community detection problem using evolutionary algorithm in social networks" (in preparation)
- Fahimeh Dabaghi-Zarandi, Mohammad Hosein Ashoori, **Parsa KamaliPour**, Mohammad Amin Ahmadi, Mohammad Mehdi Afkhami, "A deep learning approach to community detection." (in preparation)

## Experience

### Research

#### Undergraduate Research Assistant 🔗

Rafsanjan, Iran

Department of Computer Engineering, Vali-e-Asr University of Rafsanjan

Aug 2021–Present

- Supervisor: Dr. Fahimeh Dabaghi-Zarandi
- Field: Community Detection
- My responsibilities include: Investigation, Data curation, Software & Programming, Validation, Writing primary draft preparation.

### Teaching

#### Undergraduate Teaching Assistant

Rafsanjan, Iran

CE Department, Vali-e-Asr University of Rafsanjan

Mar 2021–Present

##### Introduction to Information Retrieval

▶ Dr. Mojtaba Sabbagh-Jafari, solo TA (Spring 2022 🔗 )

##### Design and Analysis of Algorithms

▶ Dr. Fahimeh Dabaghi-Zarandi, Head TA (Fall 2022 🔗 , Spring 2022 🔗 , Fall 2021 🔗 , Spring 2021 🔗 )

##### Data Structures

▶ Dr. Fahimeh Dabaghi-Zarandi, Head TA (Fall 2022 🔗 , Spring 2022 🔗 , Fall 2021 🔗 , Spring 2021 🔗 )

##### Database

▶ Dr. Mojtaba Sabbagh-Jafari, Head TA (Fall 2022 🔗 )

##### Fundamentals of Programming

▶ Dr. Amir Hossein Hadjhamadi, Head TA (Fall 2022 🔗 )

##### Discrete Mathematics

▶ Dr. Fahimeh Dabaghi-Zarandi, TA (Spring 2022 🔗 , Fall 2021 🔗 )

##### Operating Systems

▶ Dr. Fahimeh Dabaghi-Zarandi, Grading TA (Spring 2022 🔗 )

**Instructor for The Summer Coding Bootcamp** [↗](#)  
*Vali-e-Asr University Scientific Association of Computer Engineering*

**Rafsanjan, Iran**  
*Summer 2022*

**Python Private Tutor** [↗](#)  
*Freelance*

**Kerman, Iran**  
*Summer 2022*

## Others.....

**Team Co-Founder & Game Developer** [↗](#)  
*Null References [↗](#) , Indie Game Development Team*

*Feb 2020–Present*

## Research Interests

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|-----------------------------------|---------------------------|-----------------------|
| ○ Design & Analysis of Algorithms | ○ Algorithmic Game Theory | ○ Deep Learning       |
| ○ Graph Algorithms                | ○ Data Mining             | ○ Community Detection |
|                                   | ○ Machine Learning        |                       |

## Selected Relevant Coursework

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**Fundamental of Programming:** 20/20

**Software Engineering Lab:** 20/20

**Software Engineering:** 18.75/20

**Digital Logic Design:** 19.45/20

**Introduction to Data Mining:** 17.5/20

★ *Click here to see more* [↗](#)

**Advance Programming:** 16.5/20

**System Analysis and Design:** 20/20

**Design and Analysis of Algorithms:** 18/20

**Computer Architecture:** 18.97/20

**Information Retrieval:** 18.5/20

## Selected Projects

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**Introduction to Data Mining** [↗](#)

*Multiple assignments regarding to the Intro to Data Mining course*

*Spring 2022*

**SYMPHONYC: The database of a music streaming service similar to Spotify.** [↗](#)

*One project regarding to the Database course*

*Fall 2021*

**Uncertainty: an action-adventure space-shooter game built with Unity3D** [↗](#)

*Null References*

*Spring 2021*

- Uncertainty is an action-adventure space-shooter game, and currently It's under development.
- We have used the beta version of this game as our "Software Engineering Lab" course project.

**Two projects regarding to Introduction to Information Retrieval course** [↗](#)

*Projects:*

*Spring 2021*

The Scrapy Crawler, Inverted Index Construction using BSBI Algorithm

**Multiple projects regarding to Design and Analysis of Algorithms course** [↗](#)

*Designing and implementation of:*

*Fall 2020*

The Closest Pair of Points Problem, Sudoku Solver, Tournament Scheduler, Huffman Coding, Bellman–Ford, Matrix Chain Multiplication, N-Queens Solver Traveling Salesman Problem

**Multiple projects regarding to Data Structures and Algorithms course** [↗](#)

*Designing and implementation of:*

*Fall 2019*

the Red-Black Tree, the AVL Tree, the Trie Dictionary, Threaded Binary Tree, the Sparse Matrix via Linked List, the Rat in the maze problem

★ *Click here to see more projects* [↗](#)

## Test Scores

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**TOEFL:** Will be taken at October 5th 2022

**GRE:** Not taken yet

## Honors and Awards

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**Ranked 6<sup>th</sup> among undergraduate students of Computer Engineering**

Vali-e-Asr University of Rafsanjan, Entrance Year of 2018

2018–Present

**Awarded by government undergraduate tuition waiver scholarship**

Vali-e-Asr University of Rafsanjan

★ [Click here to see more information about me](#) ↗

## Extra Curricular Activities

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**Head of Teaching Assistant Committee** ↗

Vali-e-Asr University Scientific Association of Computer Engineering

July 2022–Present

**Member of Teaching Staff** ↗

Vali-e-Asr Collegiate Programming Contest (VCPC)

Sep 2021–Jun 2022

**Member of Scientific Staff** ↗

Vali-e-Asr University Scientific Association of Computer Engineering

May 2019–Jun 2021

**Member of Executive Staff** ↗

Vali-e-Asr Video Games Association

Oct 2020–Jun 2021

## Skills

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**Frameworks & Libraries:** Qt, Numpy, Pandas, Matplotlib, NetworkX, Scikit-learn

**Tools:** Jupyter, L<sup>A</sup>T<sub>E</sub>X, Git, Markdown, Linux, Microsoft office, Obsidian

**Game Development:** Unity

★ [Click here to see more in LinkedIn](#) ↗

**Programming Languages:** C, C++, Python, MATLAB, C#, Java, SQL

**Software Engineering:** Refactoring, Debugging, Unit Testing, Agile mythology

**Soft Skills:** Team Work, leadership, Collaboration

## Languages

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**Persian:** Native language

**English:** Fluent

## References

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**Dr. Fahimeh Dabaghi-Zarandi**

Assistant Professor, [f.dabaghi@vru.ac.ir](mailto:f.dabaghi@vru.ac.ir)

Department of Computer Engineering, Faculty of Engineering, Vali-e-Asr University of Rafsanjan

**Rafsanjan, Iran**

**Dr. Mojtaba Sabbagh-Jafari**

Assistant Professor, [mojtaba.sabbagh@vru.ac.ir](mailto:mojtaba.sabbagh@vru.ac.ir)

Department of Computer Engineering, Faculty of Engineering, Vali-e-Asr University of Rafsanjan

**Rafsanjan, Iran**

**Dr. Amir Hossein Hadjhamadi**

Assistant Professor, [hadjahmadi@vru.ac.ir](mailto:hadjahmadi@vru.ac.ir)

Department of Computer Engineering, Faculty of Engineering, Vali-e-Asr University of Rafsanjan

**Rafsanjan, Iran**

[August 17, 2022]