

Parsa KamaliPour | CV

Kerman – Iran

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Education

Vali-e-Asr University of Rafsanjan

Rafsanjan, Iran

B.Sc. Computer Engineering, GPA: 16.60/20 (3.42/4) with 105 credits passed

2018–Present

- Thesis: To Be Expected, It's about Community Detection.
- Focus: Software Engineering.
- Expected GPA at graduation: 17 out of 20 (3.58/4)
- University's average GPA: 14.12/20, Computer Engineering's average GPA: 14.35/20

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, 2022 : (In Review)**

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: Reading and reviewing other related papers, Implementing the idea, Testing and improving the written code, gathering information and writing the initial text for the paper

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, Role: solo TA (Spring 2022)

Design and Analysis of Algorithms

Dr. Fahimeh Dabaghi-Zarandi, Role: Head TA (Spring 2022, Fall 2021, Spring 2021)

Data Structures

Dr. Fahimeh Dabaghi-Zarandi, Role: TA & Coordinator (Spring 2022), Head TA (Fall 2021, Spring 2021)

Discrete Mathematics

Dr. Fahimeh Dabaghi-Zarandi, Role: TA (Fall 2021, Spring 2022)

Operating Systems

Dr. Fahimeh Dabaghi-Zarandi, Role: TA (Spring 2022)

Industry Work.....

Team Co-Founder & Game Developer

Null References, Indie Game Development Team

Feb 2020–Present

- Uncertainty project

Research Interests

- Community Detection
- Graph Theory
- Game Theory
- Randomized Algorithms
- Algorithm Design

Selected Relevant Coursework

Fundamental of Programming: 20/20

Theory of Machines & Languages: 17.9/20

Digital Logic Design: 19.45/20

Software Engineering: 18.75/20

Software Engineering Lab: 20/20

Information Retrieval: 18.5/20

Artificial Intelligence: 16/20

Advance Programming: 16.5/20

System Analysis and Design: 20/20

Design and Analysis of Algorithms: 18/20

Computer Architecture: 18.97/20

The principles of Compiler Design: 20/20

Programming Language Design: 18/20

Database: 16/20

Honors and Awards

Among the top 10 undergraduate students of Computer Engineering

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

2018–Present

Faculty of engineering Exceptional Talent student for 3 semesters

Vali-e-Asr University of Rafsanjan

as a result of obtaining a GPA of over 17.00/20.00 (4/4)

- Fall 2021 - GPA: 17.14/20.00
- Spring 2021 - GPA: 18.15/20.00
- Fall 2020 - GPA: 17.08/20.00

Test Scores

TOEFL: Not taken yet

GRE: Not taken yet

Extra Curricular Activities

Member Of Scientific Staff

Computer Engineering Scientific Association

Vali-e-Asr University of Rafsanjan

May 2019–Jun 2021

Member of Executive Staff

Video Games Association

Vali-e-Asr University of Rafsanjan

Oct 2020–Jun 2021

Selected Projects

The database of a music streaming service similar to Spotify.

One project regarding to the Database course

Fall 2021

Uncertainty project: a project aims at creating a new game

Null References

Feb 2021–Present

- 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.

Designing and implementation of The blocked sort-based indexing algorithm

One project regarding to Fundamentals of Information Retrieval course
for indexing large documents on the disk

Spring 2021

The solution and It's implementation of the Closest Pair of Points Problem

One project regarding to Design and Analysis of Algorithms course
using Divide and Conquer method

Fall 2020

Designing and implementation of:

Multiple projects regarding to Data Structures and Algorithms course

Fall 2019

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

Computer skills

Game Development: Unity

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

Frameworks & Libraries: Qt, Numpy, Pandas, Matplotlib

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

Tools: Jupyter Notebook, \LaTeX , Git, Markdown

Others: Linux, MS Office, Research & Searching ability

Languages

Persian: Native language

English: Fluent

Professional working proficiency

References

Dr. Fahimeh Dabaghi-Zarandi

Rafsanjan, Iran

Assistant Professor, f.dabaghi@vru.ac.ir

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

Dr. Mojtaba Sabbagh-Jafari

Rafsanjan, Iran

Assistant Professor, mojtaba.sabbagh@vru.ac.ir

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