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*
○ Major Area: Software Engineering.
○ Thesis: Community detection in complex network based on an improved random algorithm using local and global network information
○ GPA over the past year: 3.62/4.00 (semesters: Spring 2021, Summer 2021, Fall 2021)

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** : (Under Review), Q1, Impact factor: 6.281

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 related papers, Implementing ideas, 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: Co-Head TA (Spring 2022 ⧉), Head TA (Fall 2021 ⧉ , Spring 2021 ⧉)
Discrete Mathematics
Dr. Fahimeh Dabaghi-Zarandi, Role: TA (Spring 2022 ⧉ , Fall 2021 ⧉)
Operating Systems
Dr. Fahimeh Dabaghi-Zarandi, Role: Grading TA (Spring 2022 ⧉)

Industry Work..

Team Co-Founder & Game Developer
Null References ⌕ , Indie Game Development Team   *Feb 2020–Present*

Research Interests

- Design & Analysis
  of Algorithms
- Graph Theory
- Game Theory
- Data Mining
- Community Detection

Selected Relevant Coursework

Fundamental of Programming: 20/20   **Advance Programming**: 16.5/20

Software Engineering Lab: 20/20   **System Analysis and Design**: 20/20

Software Engineering: 18.75/20   **Design and Analysis of Algorithms**: 18/20

Digital Logic Design: 19.45/20   **Computer Architecture**: 18.97/20

Artificial Intelligence: 16/20   **Information Retrieval**: 18.5/20

★ *Click here to see more* ⌕

Selected Projects

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 ⌕   *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.

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

TOEFL: Not taken yet

GRE: Not taken yet

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: 17.14/20.00 **Spring 2021**: 18.15/20.00

Fall 2020: 17.08/20.00

Awarded by government undergraduate tuition waiver scholarship

Vali-e-Asr University of Rafsanjan

Extra Curricular Activities

Member Of Scientific Staff

Computer Engineering Scientific Association *May 2019–Jun 2021*

Vali-e-Asr University of Rafsanjan

Member of Executive Staff

Video Games Association *Oct 2020–Jun 2021*

Vali-e-Asr University of Rafsanjan

Skills

Game Development: Unity

Frameworks & Libraries: Qt, Numpy, Pandas, Matplotlib

Tools: Jupyter, LATEX, Git, Markdown, Linux

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

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

Soft Skills: Team Work, leadership, Collaboration

★ *Click here to see more in LinkedIn* ⌕

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

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

[*May 11, 2022*]