

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

Software Engineering Lab: 20/20

Software Engineering: 18.75/20

Digital Logic Design: 19.45/20

Artificial Intelligence: 16/20

★ [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

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

Ranked 6th among 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

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, L^AT_EX, Git, Markdown, Linux

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 18, 2022]