Parsa KamaliPour | CV

Kerman – Iran

✓ parsakamalipour@gmail.com
 ◆ ⑤ benymaxparsa.github.io
 in parsakamalipour
 ◆ ⑤ benymaxparsa
 ◆ Parsa-Kamalipour
 ⑤ eBNZsM0AAAAJ

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)
- O CGPA: 16.66/20 (3.419/4) with 124 credits passed so far
- Major Area: Software Engineering.
- Thesis: Community detection in complex network based on an improved random algorithm using local and global network information
- 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, 2022: (Minor revision), Q1, Impact factor: 7.574

Experience

Research

Undergraduate Research Assistant 2

Rafsanjan, Iran

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

Aug 2021-Present

- O 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 ♂)

Instructor for The Summer Coding Bootcamp Rafsanjan, Iran Summer 2022 CE Department, Vali-e-Asr University of Rafsanjan **Python Private Tutor** Kerman, Iran Freelance Summer 2022 Others **Team Co-Founder & Game Developer** Null References $\ \ \, \square$, Indie Game Development Team Feb 2020-Present

Research Interests

Design & Analysis Game Theory Deep Learning of Algorithms Data Mining Community Graph Theory Machine Learning 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 **Introduction to Data Mining**: 17.5/20 Information Retrieval: 18.5/20

* Click here to see more □

Selected Projects

Null References ☑

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

Spring 2021

Spring 2021

Uncertainty: an action-adventure space-shooter game built with Unity3D ☑

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 2 Projects:

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 \(\mathbb{C}\)

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

Awarded by government undergraduate tuition waiver scholarship

Vali-e-Asr University of Rafsanjan

Extra Curricular Activities

Member of Teaching Staff

Vali-e-Asr Collegiate Programming Contest(VCPC)

Sep 2021–Jun 2022

Member of Scientific Staff

Vali-e-Asr Computer Engineering Scientific Association May 2019–Jun 2021

Member of Executive Staff

Vali-e-Asr Video Games Association Oct 2020–Jun 2021

Skills

Frameworks & Libraries: Qt, Numpy, Pandas, Programming Languages: C, C++, Python,

Matplotlib, NetworkX, Scikit-learn MATLAB, C#, Java, SQL

Tools: Jupyter, LaTEX, Git, Markdown, Linux, Mi-Software Engineering: Refactoring, Debugging,

crosoft office, Obsidian Unit Testing, Agile mythology

Game Development: Unity Soft Skills: Team Work, leadership, Collaboration

★ Click here to see more in LinkedIn &

Languages

Persian: Native language English: Fluent

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-JafariAssistant Professor, mojtaba.sabbagh@vru.ac.ir

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

Dr. Amirhosein Hajahmadi

Rafsanjan, Iran

Rafsanjan, Iran

Assistant Professor, hadjahmadi@vru.ac.ir

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

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