

M.Ali Farahat

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Education

Computer Science PhD Student

North Carolina State University (NCSU)

Raleigh, NC, United States

Aug 2023 - Present

Bachelor of Science in Computer Engineering with a concentration on AI

Iran University of Science and Technology

Tehran, Iran

Sep 2018 - Mar 2023

- Ranked **4th** among Iran universities based on QS ranking 2023
- **GPA** (total via 143 units): **3.55/4**
- **GPA** (last 90 credits): **3.91/4**

Diploma in Mathematics and Physics Discipline

Mofid High school

Tehran, Iran

2014 - 2018

- GPA: 4/4

Awards & Honors

Permitted to apply for M.Sc. program at the Department of Computer Engineering without taking the "National Entrance Exam for Graduate Schools" as an award for being among the **top 20%** of students

Jun 2022

Winning an award for being the **3rd** team in "**Chillin Wars**" AI competition

Mar 2019

Ranked **516th** among 144K candidates (within the **top 0.3%**) in the "National Entrance Exam for Iranian Universities"

Jul 2018

Accepted in the first stage of the National Mathematical and Computer Olympiad

Feb 2016 - Feb 2017

Research Interests

- Machine Learning/Deep Learning
- Natural language processing
- Computer Vision
- Game Development
- Software Engineering

Skills

Programming

Proficient at: C#, Python, Java, C++, C, HTML, CSS, Javascript, Arduino

Familiar with: MATLAB, VHDL, Assembly, SQL, Kotlin

Frameworks

Proficient at: .NET, ASP.NET Core, Entity Framework Core, PyGame, StateChart

Familiar with: Vue.js, Django

Learning tools

Google Colab, Keras, TensorFlow, PyTorch, OpenCV, Numpy, Pandas, Matplotlib, Scikit-learn

Project Management

Git, Scrum, Azure, Trello, ClickUp, Draw IO

Others

Latex, Android Development, Linux, SQL Server, Xilinx ISE, Proteus, UML, Unity 3D, CI/CD

Teaching Experience

CSC 226 Discrete Mathematics for Computer Scientists TA	Programming Basics TA 3x
CSC 216 Software Development Fundamentals PTF	Artificial Intelligence TA
Deep Learning TA	Computational Intelligence TA
Fundamentals of Game Development TA	Operating Systems TA
	System Analysis and Design Mentor

Online Courses

Data Structures, University of California San Diego (Coursera)	Aug 2020
Algorithms on Graphs, University of California San Diego (Coursera)	Jul 2020
Algorithms on Strings, University of California San Diego (Coursera)	Jul 2020
Algorithmic Toolbox, University of California San Diego (Coursera)	Jul 2020

Selected Academic Courses

Deep Learning (Special Topics 1)	A	Theory of Languages and Automata	A
Computational Intelligence	A	Discrete Mathematics	A+
Data Structure	A+	Software Engineering	A
Computer Game Design	A+	System Analysis and Design	A+
Mobile Networks (Special Topics 2)	A+	Security of Computer Systems	A+

Academic Projects

Persian Handwriting Recognition

My Thesis (Final Project)	Mar 2022 - Mar 2023
• Recognition of Persian Handwritten characters	

Optical Character Recognition

Deep Learning Course Project	Dec 2021
• Extract the national ID and card number from the national card and bank card (English and Persian)	

Tower Defense (Game)

Computer Game Design Course Project	Sep 2021 - Jan 2022
• 3D Game developed with Unity 3D	

Computational Intelligence Course

Assignments	Jan 2021 - June 2021
• Several implementations, including Kohonen SOFM, MLP, Hopfield Network, etc., built from the ground up	

ChatHouse

Software Engineering Course Project	Jan 2021 - Jun 2021
• ChatHouse is a social media application which users can create interest-based chatrooms.	
• Front-end with Java for android and Back-end with ASP.NET	

Artificial Intelligence Course

Practical Assignments	Sep 2020 - Jan 2021
• Berkeley University AI Projects	

Eventus

System Analysis and Design Course, Back-end Project	Sep 2020 - Jan 2021
• A platform for creating, organizing, and selling tickets for all kinds of events	