

Fatemeh Farshidi

Computer Science graduate with hands-on experience in AI and game development. Passionate about creating innovative, interactive experiences in video games and technology.

Tehran, Iran
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Education

Amirkabir University of Technology (Tehran Polytechnic), Tehran, Iran

B.Sc, Computer Science,

Oct 2019 - Jun 2024

- Cumulative GPA : 14.6/20
- Relevant Coursework
 - "A" grades : Artificial Intelligence & Workshop, Principles of Software Design & Workshop, Introduction to the theory of computation

Highschool Diploma, Farzanegan 1, Bandar Abbas, Iran

Diploma in *Mathematics and Physics Discipline*

Sep 2016- Jun 2019

- Cumulative GPA: 17.82/20
- Rank 1 among all-girl highschools

Research Experience

Research Assistant, Hardware Design Lab

June 2023 – June 2024

Department of Computer Engineering Amirkabir University of Technology

- Supervised by Prof. Hamed Farbeh.
- Implemented AI-driven cache replacement policies using reinforcement learning and clustering algorithms, optimizing third-level cache performance.
- Skills: C/C++, Gem5

Research intern, Institute for Research in Fundamental Sciences (IPM)

Jun - Sep 2022

- Participated in intensive summer research on deep learning and ML modeling.
- Completed graded modules on machine learning concepts and applications.
- Skills: Python, Pandas, Pytorch, Keras, CNNs, RNNs

Teaching Assistant Experience

Design and Analysis of Algorithms,

Spring, 2023

Under supervision of Prof. Hamid H. S. Javadi

- Head TA of assignment design
- Led a team of TAs, designed & graded projects/assignments for 70+ students.

Discrete Mathematics

Fall, 2022

Under supervision of Asst. Prof. Mostafa H. Chehreghani

- Head TA of assignment design
- Delivered weekly sessions, evaluated student assignments

Awards

AUT Game craft competition

Aug 2022

Second place

- Participated in prestigious Aut Gamecraft, hosted by AmirKabir University and industry giants
- Crafting a complete video game within a challenging 30-day deadline.
- Collaborated on game design, animations, mechanics, and development
- Skills: Unity, C#, Figma

PROJECTS

AstroFight, independent project

Jan-Mar 2025

- Developed a solo arcade style shooter video game with three diverse levels
- Worked on game design, technical development and mechanics
- Published on itch.io
- Skills: Unity, C#, Figma, Git

A.I agent, Artificial Intelligence Course

jan 2023

- Designed an AI agent to win in strategic game of Dots and Boxes
- Skills: Python, scikit-learn

Ecommerce Website, Software Engineering Course

Sep - Dec 2022

- Scrum master and front-end/UI designer in a second-hand item web app.
- Skills: HTML/CSS, JS, Figma, Agile Scrum

profit-maximizing, Linear Optimization Course

Jan 2021

- Built a model to maximize profits via linear programming.
- Integrated demand, pricing, and marketing variables.
- Skills: Python, matplotlib, pandas

Skills and Expertise

Proficient in: C#,Python,Unity , Scikit-learn, Pandas, Numpy

Fairly familiar with: C++, Keras, Matplotlib, Pytorch

Spoken Languages

English: Proficient C1- Level (IELTS: 7.5)

Farsi: Native Speaker

Certificates and Courses

“Problem Solving, Python Programming, and Video Games” Coursera
University of Alberta

In Progress

“Intro to Game AI and Reinforcement Learning” Kaggle

Completed

“Intro to Machine Learning” Kaggle

Completed

“Intermediate Machine Learning” Kaggle

Completed

“Intro Deep Learning” Kaggle

Completed