Hanane Esfandiar

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github

Education

Computer Science | ***Bachelor*** — Aug. 2019 – May 2023
Ferdowsi University of Mashhad — Mashhad, Iran

Mathematics | ***High School Diploma*** — Aug. 2016 – May 2019
Farzanegan High School — Babol, Iran

Work Experience

Teaching Assistant — June 2021 – August 2021
fundamental of computer programming — Mashhad,Iran

Teaching Assistant — January 2021 – July 2021
Algorithm Design — Mashhad,Iran

- Teaching Algorithm design
- coding tutoring

Teaching Assistant — December 2022 – August 2023
Advanced Programming — Mashhad,Iran

Teaching Assistant — December 2022 – August 2023
Data Mining — Mashhad,Iran

Projects and Research

Trie Tree and Segment Tree | ***Python*** — Fall 2019
Data Structures and Algorithm Project

Spiders and butterflies | ***C/C=+*** — Fall 2019
Basics of computer programming Project

- In this project, an implementation of the game "Spiders and Butterflies" is carried out using the C programming language. Graph Data Structures, Breadth-First Search (BFS) and Depth-First Search (DFS) algorithms, and matrix manipulation are employed to enhance the game's functionality and performance.

James Web telescope — Spring 2020
Algorithm Design Project

- The purpose of this project is to utilize arrays, Depth-First Search (DFS) algorithms, and other data structures to solve a specific problem or perform a specific task. The goal is to improve the performance and efficiency of the solution by utilizing these data structures and algorithms.

Robot and Butters | ***python*** — fall 2021
Artificial Intelligence Project

- In this project, various AI search algorithms such as A* and IDS (Iterative Deepening Search) are implemented and evaluated to enhance the performance of the game. The aim of the project is to compare the efficiency of these algorithms and to determine the best one for the game.

Othello — winter 2019
Artificial Intelligence Project

- In this project, an implementation of the classic board game Othello is developed utilizing the MiniMax Algorithm, Alpha-Beta pruning, and Beam Search. These AI techniques are employed to enhance the game's performance and provide a challenging experience for players.

VOLUNTEER EXPERIENCE

Scientific Association of Computer Science November 2020
main member

HONORS AND AWARDS

International Scientific League of PAYA Fall 2017
First place in the country in research challenge

International Scientific League of PAYA June 2017
First place in the province

SKILLS

Languages: English (First place in the province), French (A1), Japanese (A1)
Programming: Python, C, C++, Java
Document Creation: Microsoft Office Suite, LaTex, Markdown

SOFT SKILLS

Communication
Responsibility
Team Work
Punctuality