

# Mohammadamin (Amin) Sedaghat

☎ (647)-231-4058 ✉ m.aminsedaghat84@gmail.com 🌐 [github.com/Mohammadamin-Sedaghat](https://github.com/Mohammadamin-Sedaghat) 🔗 [LinkedIn](#)

## Education

**University of Waterloo | Faculty Average: 98%**

Sep 2024 - Present

*Bachelor of Computer Science*

*Waterloo, Ontario*

- **Relevant Courses:** Algorithm Design and Data Abstraction (Advanced) - Designing Functional Programs - Tools and Techniques for Software Development

## Experience

**Machine Learning Engineer**

Feb 2025 – Present

*WAT.AI*

*Waterloo, Ontario*

- Developing an **(ANN)** algorithm utilizing **TensorFlow** to enhance operational performance
- Optimizing the extraction, processing, and cleaning of data from the **Diskos dataset**
- Engineering a predictive model leveraging **Support Vector Machines (SVM)** and real-time analysis to forecast stone formations

**Lead Full Stack Web Developer**

Dec 2024 – Present

*UWDBC*

*Waterloo, Ontario*

- Recruited and lead a **team of three** developers to architect, develop, and launch a dynamic web platform using **NextJs** that enhanced club connectivity with athletes
- Engineered and integrated dynamic content management features using **Prismic.io**, streamlining update workflows
- Designed the website using **figma** implementing new pages-including a gallery, executive profile, and store

**Software Developer**

Sep 2024 – Dec 2024

*UWCSC*

*Waterloo, Ontario*

- Developing a predictive model, **Stock ML**, using **RNN (LSTM)** to analyze stock market trends based on sentiment analysis of financial news and historical data
- Building a web-scraping tool with **Python, Newspaper3k, and Scrapy** to gather targeted financial news for sentiment analysis
- Integrating **Alpha Vantage API** to access and incorporate real-time and historical stock data into predictive analysis workflows

## Projects

**Snake Futuristica** | 🌐 JavaScript, HTML, CSS

December 2024

- Engineered a modernized snake game, utilizing JavaScript **Canvas API**, featuring adjustable speed, block size, and dynamic obstacle placement to enhance gameplay customization
- Optimized **UI/UX** with smooth controls and implemented dynamic visuals, including glow effects, grid color transitions, and text shadows, delivering an immersive futuristic experience

**Accentify.Study** | 🌐 HTML, CSS, JavaScript, Python

October 2024

- Developed a user-friendly website to address **accent bias**, delivering a solution with a team of four
- Implemented accent analysis using **TensorFlow** to assess vocal characteristics and provide personalized feedback to users for accent improvement.

**HarvestAid** | 🌐 HTML, CSS, JavaScript, Racket, Python, Flask, NextJs

October 2024

- Designed and implemented an intuitive user interface with a focus on **UX**, using **NextJs, React, and CSS** to create a seamless resource-sharing experience for farmers impacted by natural disasters.
- Developed an **efficient search engine** feature allowing users to filter resources by category, name, and location, enhancing accessibility and discoverability of essential items like produce, livestock, and equipment.

## Skills

**Languages:** Python, C/C++, Java, SQL, HTML/CSS, JavaScript, TypeScript, Bash, Haskell

**Technologies:** Flask, Pandas, NumPy, Sklearn, Seaborn, React, NodeJS, NextJS, ExpressJS, Vite, Scrapy, RESTfull API

**Tools:** Git, Github, MongoDB, VsCode, Jupyter Notebook, Vim, Prismic.io, Figma, Vercel