NEIMA JOSEPH YEGANEH

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EDUCATION

California Polytechnic State University, San Luis Obispo   Graduated June 2020
Bachelor of Science in **Computer Science**

University of Minnesota-Twin Cities, Minneapolis MN   September 2010 - June 2014
University of Minnesota Talented Youth Mathematics Program   (Middle/High School Program)
Calculus 1, 2, 3, Differential Equations, Set Theory, Linear Algebra

RELEVANT COURSEWORK

Languages: C, Python, Java, MySQL, MatLab, MicroPython, C++, JavaScript/jQuery, HTML, CSS
Other Tools: Git, VSCode, Autodesk Inventor, Arduino, Sublime, MySQL Workbench, Adobe XD
Classes:

Technical Writing for Engineers	Computer Architecture
Design and Analysis of Algorithms	Discrete Structures
Introduction to Database Systems	Systems Programming
DBMS Implementation	Introduction to Software Engineering
Computer Vision	Introduction to Operating Systems
User-Centered Interface Design & Dev.	Programing Languages
Human-Computer Interaction Theory and Design	Theory of Computation
Basic Electronics Manufacturing	Mechatronics

PROJECTS

Neima Yeganeh Website (Personal Project)
- Programmed a website to showcase my web development skills, as well as to provide a more in-depth breakdown of my projects and hobbies
- Used GitHub to host my website using JavaScript/jQuery, HTML, and CSS

Roborodentia (Senior Project)
- Designed, fabricated, and programmed an autonomous mobile robot for Cal Poly's Roborodetia Competition
- Manufactured a custom drive train using CNC water jet and 3d printer
- Programmed encoders and sensors using MicroPython to navigate the course

Image Feature Detection and Matching (Computer Vision)
- Used the Harris corner detection algorithm to detect and analyze the key features of two images of the same view taken with different lighting and determined whether any of the key features matched

LED Prism Project (Basic Electronics Manufacturing)
- Designed a PWB with Eagle, and soldered surface-mount and through-hole components

Language Creation (Programming Languages)
- Wrote a tokenizer, parser, and interpreter in SML to recreate a computer language called NEXUS
- The program analyzes functions, objects, and static type-checking of NEXUS code

Soccer Shop (Introduction to Database Systems)
- Collaborated with a group to develop an online soccer store using Java, JDBC, and MySQL database
- Implemented a tagging system that allows users to filter soccer merchandise based on tags

ACCOMPLISHMENTS

- First Place in Saint John's University Engineering Design Competition in 2013
- Captain of FIRST Robotics Team in high school for 2 years; on the team for 4
- Regional Semifinalist in 2012 and 2015 FIRST Robotics Competition season; drove the robot in 2015