

NEIMA JOSEPH YEGANEH

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EDUCATION

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

Graduated June 2020

University of Minnesota-Twin Cities, Minneapolis MN
University of Minnesota Talented Youth Mathematics Program
Calculus 1, 2, 3, Differential Equations, Set Theory, Linear Algebra

September 2010 - June 2014
(Middle/High School Program)

RELEVANT COURSEWORK

Languages: C, Python, Java, MySQL, MatLab, MicroPython, C++, JavaScript, HTML, CSS, ARM, SML

Other Tools: Git, MySQL Workbench, Adobe XD, Autodesk Inventor, Arduino, Sublime, Greenfoot

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.	Programming Languages
Human-Computer Interaction Theory and Design	Theory of Computation
Basic Electronics Manufacturing	Mechatronics

PROJECTS

Roborodentia (Senior Project)

- Designed, fabricated, and programmed an autonomous mobile robot for Cal Poly's Roborodentia 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

WeEat (Introduction to Software Engineering)

- Designed and implemented a web app in a group of 6 that connects people with opportunities for free food in their area
- Used UML to write requirements and design diagrams, and Adobe XD to create the UI design

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