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Yasaman Mirmohammad

Undergraduate Hardware Engineering

Interests

Professional

Neural Networks, Big data, Data mining, Artificial Intelligence, Statistical Mathematics

Personal

Painting , Badminton , Music , Philosophy, Language Learning and communication , History

Education

2015 - 2019, B.Sc. in Computer Hardware Engineering

AmirKabir University of Technology (Tehran Polytechnic), Tehran, Iran
GPA(up to now): 14
Total Passed Credits: 65

2008 - 2015, Diploma in Physics and Mathematics Discipline

Sama School(2008-2014) , Sadra School(2014-2015)
GPA: 19.78/20

Honors and Awards

- Ranked top 0.4 % among more than 180,000 students participated in the nationwide entrance examination of undergraduate studies in Iranian universities (2015)
- accepted for 2nd level of computer Olympiad (2013)
- Member of National Organization for Bilingual Schools (2007-2014)

Teaching Experience

- Teacher Assistant , Physics , Discrete Mathematics , Calculus , Algebra Geometry, Under Supervision of Dr m.Rashedi and Mr.A.jamshidi Sadra High School (June 2016 November2016)
- Teacher Assistant, Discrete Mathematics, Amirkabir University of technology, Under Supervision of prof.ms.fallah (Spring 2017)

Skills

Programming

- Python3.5+2.7: Numpy,Pandas,...
- Java
- C and C++

Web and DB Technologies

- HTML+CSS(Familiar)
- Wordpress+Basic Database(Familiar)
- Javascript(Familiar)

Design And Description

- VHDL
- Verilog
- PSpice+OrcadCapture

Operating Systems

- Linux
- Windows

Typesetting

- LaTeX
- Microsoft Word

Others

- Qt
- CodeBlocks
- Eclipse
- IntelliJ
- Devc++
- Jupyter Notebook: *for Data Analysis
- Pycharm
- Netbeans

Language Skills

- English:
Upper Intermediate, fluent, writing and comprehension (EnglishStudent at Kish institute(2009-2013) Teenage Courses (Pacesetter)
2016-Present :Adults Courses (Headway Intermediate3)
- French: Beginner, Learning

Projects

- Data Structure :
 - search engine using inverted index algorithm - C++.
 - Finite-State Automata - Java
- Advanced Computer Programming:
 - Implementation of a graphical game (BattleShip-Online) - Java.
 - Implementation of a simple image editor - Java.
 - Implementation of a simple Encryption and encoding System - Java.
- Principles of Computer and Programming :
living cell simulation - C.
- Logic Design : Designing a Traffic Light System -Verilog
- Computer Architecture and design :
 - Basic Computer (SAYEH)

- SAYEH Extension : Compiler,Cache,Pipeline

All available on : <https://github.com/Yasaman1997>