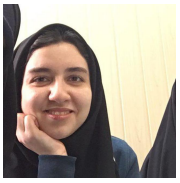

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Yasaman Mirmohammad

Undergraduate Hardware Engineer

Interests

Professional

Machine Learning, Neuroscience,Pattern Recognition , Cognitive Science, Big Data

Personal

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

Education

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

AmirKabir University of Technology (Tehran Polytechnic), Tehran, Iran
GPA(up to now): 14.37
Total Passed Credits: 81

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

Design And Description

- VHDL
- Verilog
- PSpice+OrcadCapture

Operating Systems

- Linux
- Windows

Typesetting

- LaTeX
- Microsoft Word

Others

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

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),Compiler,Cache,Pipeline(VHDL)

- Operating Systems:

  Multiprocessing,Multithreading in Windows and Linux(C)

- Design Automation:

  *Phase1:Implementation of a car parking system(VHDL).

  *Phase2:Implementation of a co-software,hardware design using Microblaze(VHDL).

  *Phase3:Implementation of a Plant-Watering System with a moisturizing detection system(VHDL)

- Advanced Mathematics:

  *Phase1: Analyzing Distribution categories of a two class problem And PCA(Python,MATLAB)]

  *Phase2: Facial Recognition with Singular Value Decomposition(Python) based on paper]

Challenges and Contests

*Amirkabir First Data mining Challenge(Fall 2017):

*Analyzing the bank customer's information

*Deca Dataminig challenge, Sharif University of Technology, Winter2018

*I have been working on Data mining and data analysis concepts on This

*I have been working on This Paper as my Representation and Research Course project,2017

*Codeacademy courses , 2015-2017

*Coursera Machinelearning course By Andrew NG,University of Stanford, Fall 2017.

*Kaggle Machine Learning and Deep Learning Course , Winter 2018

*Coursera Deep Learning and Neural Network,University of Toronto

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