Yasaman Mirmohammad

Department of Computer Engineering and Information Technology, Amirkabir University of Technology, 424 Hafez Ave., Tehran, Iran
• y.mirmohammad@yahoo.com • ys.m@aut.ac.ir •
+98 (912) 0630714 •

RESEARCH INTERESTS

- Machine Learning
- Pattern Recognition
- Deep Learning And Neural Network
- Neuroscience and Cognitive Science
- Image Processing
- Computer Vision
- Big data Analysis

EDUCATION

Amirkabir University of Technology, Tehran, Iran

- B.S. in Computer Engineering, GPA: 14.37 / 20 Total Passed Credits: 81 — Sep 2015 – Sep 2019

Sama School(2008-2014) , Sadra School(2014-2015), Tehran, Iran

- Diploma in Mathematics and Physics Discipline, GPA: 19.78/20 — 2010– 2015

RESEARCH EXPERIENCE

Lab Of Robotics and Cognitive science
(Amirkabir University of Technology, Iran,Tehran) — Aug 2017 – Dec 2017

- Project: Datamining and Cognitive science concepts

Bio Inspired System Design LAb
(Amirkabir University of Technology, Iran,Tehran) — Mar 2018 – Now

- Project: Implementing Deep Learning Object Recognition on NAO

HONORS & AWARDS

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

TEACHING EXPERIENCE

Discrete Mathematics,Amirkabir University of Technology — Spring 2017

- Instructor: Dr.m.s.Fallah

Discrete Mathematics,Algebra and Geometry,Sadra School — Fall 2016

- Instructor: Dr.m.Rashedi, Fall 2016

Fundamentals of Physics — Fall 2016

- Instructor: A.Jamshidi Fall 2016

LANGUAGES

- Persian: Native language.
- English: Fluent (speaking, reading, writing).
- French: Basic (reading); basic (speaking, writing).

SKILLS

- LaTeX
- MATLAB,
- Python(Scikit-Learn,Pandas,OpenCV,...)
- HTML+CSS,
- Microsoft Word,
- Microsoft Excel,
- Microsoft PowerPoint.

INTERESTS

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

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:

,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 SELF STUDIES

•Amirkabir First Data mining Challenge(Fall 2017)

–Analyzing the bank customer’s information

–Predicting the result

•Deca Dataminig challenge, Sharif University of Technology, Winter2018

•I have been working on Data mining and data analysis concepts on Fundamentals if Data mining Concepts

•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

REFERENCES

All Available in:
Github