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# Yasaman Mirmohammad

## Undergraduate Hardware Engineering

### Interests

#### Professional

Machine Learning, 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

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