

Amir Hooshang Emamjomeh

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EDUCATION

Master of Computer Engineering

Azad University at Tehran

Dissertation : Predicting stock prices using fuzzy system and neural network lstm, cnn

Advisor: Prof. Seyyed Hamid Ghafouri

Tehran, Iran
Sep. 2020-Present

Bachelor of Manufacturing Engineering

Azad University at Booin-Zahra

Booin-Zahra, Iran
Sep.2011-Feb. 2015

AWARDS

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|--------------------------------------------------------------------------------------|----------|
| 1. Honorary diploma for the best playbook, Tehran Game Festival | Mar 2018 |
| 2. Winner of best commercial student game, National Computer Game Developer Students | Oct 2013 |
| 3. Third Place for best game, National Computer Game Developer Students | Oct 2013 |
| 4. Winner of best adventure game, Tehran Digital Festival | 2011 |

INDEPENDENT PROJECTS

- 2005 **Two Pines** :
 - A short animation that was built for IRIB Kerman broadcasting TV.
 - Two tree's animations and 3D background was built using Maya.
- 2005 **Video Game for a TV Game Show** :
 - Shown on IRIB Kerman broadcasting TV.
 - Was built using Game maker and became the first video game that I'd created myself.
 - 3D objects built using Maya.
 - Simple UI was built using Photoshop.
- 2006 **Roze Aval Madrese** :
 - It was a short animation that was shown on IRIB Kerman broadcasting TV.
 - 3D models, rig, animation, and rendering built using Maya.
- 2006 **Cars City** :
 - An animation.
 - 3D models, rig, and, animation using Maya, and rendering using Renderman.
- 2007 **Demons** :
 - An animation.
 - 3D models, rig, animations, and rendering using Maya.
- 2009 **Detective Alavi** :
 - An adventurer Windows PC video game that I built by myself.
 - Story written by me.
 - Was built using Wintermute with C script.
 - UVTexture was built using Unfold3d
 - 3D modeling and rig using Maya and animations built using Motion builder.
 - Render background was built using 3DSMax V-ray.
 - The Script was written using C program language.
 - UI built using Photoshop and cutscenes built using Adobe Premiere and After Effects.
 - The game won several awards including, best adventure game and best commercial student game.
- 2011 **The Thief and the Police** :
 - Video game was built using Unity3D.
 - 3D modeling, rig, and animations using Maya.
- 2012 **Iro** :
 - A role-playing video game that was built using Unity3D for mobile.
 - 3D modeling and animations were built using Maya.
 - Script written using JavaScript (My only work that was built using JavaScript).
- 2012 **Adam Chobi** :
 - A prototype of a video game that was built using Unity3D.
 - Script was built using C# program language.
- 2012 **Hakem** :
 - A prototype of a video game that was built using Unity3D.
 - Script was built using C# program language.
 - 3D modeling, rig, and animations were built using Maya.
- 2013 **Foosball** :
 - A mobile video game.

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- 3D modeling was built using Maya.
12. 2013 **Hezar Sangar** :
 - A mobile video game.
 - I acted as graphic manager for this project.
 13. 2014 **Detectives Club** :
 - An adventurer video game for mobile that I built myself.
 - Story was written by me.
 - 3D modeling and rig built using Maya.
 - Character's clothing was built using Marvelous Designer.
 - Buildings were built using Zbrush.
 - UVTexture was built using Unfold3d.
 - Animations were built using Motion builder.
 - Used motion capture to build characters animations.
 - Script was written using C#.
 - Game was built using Unity3D.
 - It uses assetbundle to download parts of the game and then connects to a server for downloading assets.
 - The game won several awards including Honorary Diploma for the best playbook at Tehran's 2017 game festival.
 14. 2015 **Unity3D Asset Manager** :
 - A Windows PC application that can arrange assets to extract a JSON file for use in Unity3D.
 15. 2016 **Royal Runner** :
 - A mobile video game built using Unity3D.
 - 3D modeling, rig, and animations built using Maya.
 - Script written using C#.
 16. 2016 **Space Ballz** :
 - A mobile video game built using Unity3D.
 - Script written using C#.
 17. 2016 **High-Score Server** :
 - A high score server that works using Telegram-API for checking users.
 - It connects to a MySQL server that reads and writes data of the user.
 - It uses a Telegram account to check and identify a user then reads and writes game scores.
 - It works with a Web-API that the game can connect to.
 18. 2016 **Nahar Khuran** :
 - A mobile video game that was built using Unity3D.
 - 3D modeling and animations built using Maya.
 - Script built using C# program language.
 19. 2017 **My Twitter Manager** :
 - A PC Application used to manage a Twitter account using Twitter API's.
 20. 2017 **My Instagram Manager** :
 - A PC Application used to manage an Instagram account using Instagram API's.
 21. 2017 **My twitter manager v2** :
 - A .Net WebAPI application used to manage an twitter account that uses an twitter API that connects to a MySQL server.
 - The application is an AI that can follow, comment, retweet, etc.
 - It can look for interesting account descriptions and information and post to, follow, or comment.
 22. 2017 **My Instagram manager v2** :
 - A .Net WebAPI application to manage an Instagram account that uses an Instagram API that connects to a MySQL server.
 - The application is a robot that can follow, comment, visit users' story, etc.
 - It can look for interesting accounts and post to, follow, or comment.
 23. 2017 **Manager Account** :
 - A mobile application that works with 'My Instagram Manager V2' and 'My Twitter Manager V2' built using Unity3D.
 24. 2017 **Sniper Mafia** :
 - A prototype of a video game that was built using Unity3D.
 - Script built using C# program language that has simple AI.
 25. 2018 **Labiaplasty Website** :
 - The website was built using WordPress that utilizes three plugins and themes.
 - Website's theme was built using HTML, CSS, and PHP.
 - I built three plugins for the website that helps determine the best them and arranges SEO that uses Metadata.
 26. 2020 **Shabnam** :
 - A program built using C# for trading within the stock market for Windows PC's.
 - I built the program myself and it contains lots of tools for trading stocks as well as algorithms to show some action.
 - The program uses Indicators to provide suggestions.
 - It has a graph to show real-time prices
 - The program has 3 sub-applications, one application fetches current pricing every 5 seconds then saves them on a database built using MySQL server, after that another program gets the data and uses indicators to process and store them on a Web-API that the main application uses to get data and shows on a graph.
 27. 2020 **Shabnam Mobile Manager** :
 - A prototype application built using Xamarin that connects to a Web-API on Shabnam and runs on IOS. The purpose is to integrate Shabnam to IOS platform.
 28. 2021 **Research on Human Activity Recognition** :
 - Analyzed data from human activity recognition using machine learning neural networks such as CNN, LSTM, and RNN to predict behavior.

- Rapidminer was shows 3D Model and Analyzed the data to find the best model .
 - Assembled programs with Python using TensorFlow to simulate human behavior using artificial intelligence
29. 2021 **Havan** :
- A program built using Python that can predict pricing.
 - The program uses some algorithm machine learning such as CNN and LSTM that has a fuzzy system to show a grade for trading. The fuzzy system helps to suggest better options based on the scores of the grading.
 - This will be a part of Shabnam.
30. 2022 **Dissertation Predicting stock prices** :
- Analyzed data using machine learning neural networks such as CNN, LSTM to predict prices.
 - Assembled programs with Python using TensorFlow and Skfuzzy
31. 2022 **Rapitun** :
- A plugin for Meta-trader built using Python to buy or sell automatically.
 - The plugin fetches action data from Shabnam.

TECHNICAL SKILLS

- **Programming Languages** : C#, Python, JavaScript
- **Web Development** : HTML, CSS, PHP
- **Frameworks** : ASP.NET Core , Bootstrap , TensorFlow , Skfuzzy , pandas , Numpy
- **Tools**: Visual Studio, Unity 3D, Wintermute, MySQL, MotionBuilder, Photoshop, After Effects, Premier , Rapidminer
- **3D Modeling**: Maya, 3ds Max, ZBrush, Marvelous Designer

RESEARCHER EXPERIENCE

Azad University at Tehran

Human activity recognition

Tehran, Iran
Nov. 2020 – 2021

- Analyzed data from human activity recognition using machine learning neural networks such as CNN, LSTM, and RNN to predict behavior .
- Assembled programs with Python using TensorFlow to simulate human behavior using artificial intelligence .
- The program recognizes what action is done by individual .

Azad University at Tehran

Predicting stock prices using fuzzy system and neural network lstm, cnn

Tehran, Iran
Nov. 2021 – Present

- The program can predict price of stocks market that work with a neural networks . The neural networks use CNN and LSTMwith a fuzzy system to grade for arrengment and the best position .
- Assembled programs with Python using TensorFlow and Skfuzzy .

HONORS

- Arbitrator of Hobby and Game Design Dept. of the First National Tax Culture Festival in Iran
- Arbitrator of the 1st course of the Iranian Independent Game Developers , Oct 2014
- Arbitrator of the 4th course of the Iranian Independent Game Developers
- 3rd Place in the Iran Game Developer's Cup , May 2014
- Presidential Honors at Azad University, Dec 2013
- Honors in the Conference of Glorifying Superior Research in Bouein Zahra, Dec 2013

MEMBERSHIPS

- Iran Video Games Festival Academy
- Official judge for Iranian Independent Game Developers
- Official judge for Hobby and Game Design Dept. in Iran