

# Amir Hooshang Emamjomeh

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## EDUCATION

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### Master of Computer Engineering

major : artificial intelligence and robotics

Azad University at Tehran

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

supervisors: Prof. Seyyed Hamid Ghafouri

Tehran, Iran  
Sep. 2020-Present

### Bachelor of Manufacturing Engineering

major : machine tools

Azad University at Booin-Zahra

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

### Associate of Manufacturing

major : machine tools

Kerman Technical Institute

Kerman, Iran  
Feb.2002-Oct. 2005

## 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

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- 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.

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10. 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.
  11. 2013 **Foosball** :
    - A mobile video game.
    - 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.

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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.

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## 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

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## 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 arrngment and the best position .
- Assembled programs with Python using TensorFlow and Skfuzzy .

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## HONORS

- Arbitrator of Hobby and Game Design Dept. of the First National Tax Culture Festival in Iran
- Arbitrator of the 1<sup>st</sup> 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

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## MEMBERSHIPS

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