Amir Hooshang Emamjomeh

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EDUCATION

Master of Computer Engineering — Tehran, Iran
major : artificial intelligence and robotics — Sep. 2020-Present
Azad University at Tehran
Dissertation : Predicting stock prices using fuzzy system and neural network lstm, cnn
Advisor: Prof. Seyyed Hamid Ghafouri

Bachelor of Manufacturing Engineering — Booin-Zahra, Iran
major : machine tools — Sep.2011-Feb. 2015
Azad University at Booin-Zahra

Associate of Manufacturing — Kerman, Iran
major : machine tools — Feb.2002-Oct. 2005
Kerman Technical Institute

AWARDS

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

1. 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.
2. 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.
3. 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.
4. 2006 **Cars City** :
   - An animation.
   - 3D models, rig, and, animation using Maya, and rendering using Renderman.
5. 2007 **Demons** :
   - An animation.
   - 3D models, rig, animations, and rendering using Maya.
6. 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.
7. 2011 **The Thief and the Police** :
   - Video game was built using Unity3D.
   - 3D modeling, rig, and animations using Maya.
8. 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).
9. 2012 **Adam Chobi** :
   - A prototype of a video game that was built using Unity3D.
   - Script was built using C# program language.

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.

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 Tehran, Iran
Human activity recognition 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 Tehran, Iran
Predicting stock prices using fuzzy system and neural network lstm, cnn 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