

# Mohammadrasoul Hajizamani

Email: [Gmail](#)

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## Research Interests

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Video Game Development  
Game Science and Game Design

Serious Gaming  
Augmented Reality and Virtual Reality

## Education

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Bachelor of Science, Electrical Engineering  
*Sharif University of Technology, Tehran, Iran*

*September 2017 - Present*

Diploma in Mathematics and Physics

*September 2013 - July 2017*

*Allameh Helli High School (Sampad School), Tehran, Iran*

*A member of the national organization for development of exceptionally talented individuals known as [NODET](#), (Average: 19.28/20)*

## Research Experience

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Research Intern, Sharif University of Technology

*Fall 2022 - Present*

*Diagnosis of Thyroid Cancer Using Neural Networks from Cytology Slides  
Independent and collaborative research on the application of deep neural networks and machine learning to the diagnosis of thyroid carcinoma, and exploring the potential of computer vision in assisting experts  
**paper to be submitted***

*Advisors: [Prof. Hamidreza Rabie](#) and [Prof. Hossein Asadi](#), Department of Computer Engineering*

Research Assistant, Sharif University of Technology

*September 2021 - Fall 2022*

*Bachelor's Project, ECG Reader  
Discovery and learning of abnormal behavioral patterns in ECG signals using machine learning on a retrospective dataset  
Advisor: [Prof. Bijan Vosoghi Vahdat](#), Department of Electrical Engineering*

## Selected University Projects

- Implementation of an RPC using raw IPv4 sockets in Python
- Designing and simulating a Realtime communication system in MATLAB
- Designing a multi-level amplifier circuit with certain requirements
- Designing and building a Parking controller system using AVR microcontroller
- Designing the Rock, Paper, Scissors game on a Series of ICs and FPGA board

*Fall 2021  
Spring 2021  
Spring 2020  
Fall 2019  
Spring 2019*

## Selected University Courses

- Data Structures and Algorithms
- Parallel Programming and Architecture
- Engineering Probability and Statistics
- Numerical Computation
- Computer Structure and Unit Processors and Laboratory
- Logical Circuits and Digital Systems and Laboratory
- Electrical Engineering Graphics
- Introduction to Programming

*Spring 2020  
Spring 2020  
Spring 2019  
Spring 2019  
Fall 2019  
Spring 2018  
Fall 2018  
Fall 2017*

## [COURSERA](#) Projects

Create UI in Unity Part 1 - Screen Overlay Canvas  
Create a User Interface in Unity Part 2 - World-Space Canvas  
Create Keyboard Movement Mechanics with C# in Unity  
Create Power-Ups and Obstacles with C# in Unity  
Unity for Absolute Beginners - Getting Started  
Create a Memory Puzzle Game in Python Using Pygame  
Build Space Invaders Using Pygame  
Getting Started With Game Development Using PyGame  
Implementing Hangman Game Using Basics of Python 3  
Introduction to C++ Programming: Create a Tic-Tac-Toe Game  
Introduction to Basic Game Development using Scratch  
Basic Game Development with Levels using Scratch

## [COURSERA](#) Courses

Game Design: Art and Concept Specialization  
Game Design and Development with Unity 2020 Specialization  
C# Programming for Unity Game Development Specialization  
C++ Programming for Unreal Game Development Specialization  
Extended Reality for Everybody Specialization  
Introduction to Operating Systems Specialization  
Mathematics for Machine Learning Specialization  
Introduction to Augmented Reality and ARCore  
Agile Project Management  
Problem Solving, Python Programming and Video Games  
Machine Learning: Concepts and Applications  
Gamification  
Serious Gaming  
Avatar Psychology for Designers  
Game Theory  
Python Classes and Inheritance  
Object-Oriented Programming Concepts

## Awards and Honors

- Authorship of a paper for presentation at Canadian association of public health dentistry meeting in Vancouver in 2018.
- Participation in a Blockchain workshop held at the Sharif University of Technology.
- Participation in the Makaton Seminar on Start-up ideas and competition amongst participants held at the Sharif University of Technology.
- Top of my class in the Fundamentals of Programming Class at the Sharif University of Technology in 2017.
- Ranked 365<sup>th</sup> in the Nationwide Undergraduate Entrance Exam amongst over 150,000 participants in 2017.
- Editor of the first fully English-written paper of the Sharif University of Technology known as "[Sharif-as-Sanavia](#)".
- Designing and creating a game called "Ball Jump" as an extracurricular project in high school using C++ in 2014.
- Admittance in the entrance exam of [NODET](#) high school in 2013.

## Teaching Experience

### Teaching Assistant of Engineering Probability and Statistics

September 2022 - January 2023

**Instructor:** [Prof. Ali Sharifi-Zarchi](#), Department of Computer Engineering, Sharif University of Technology

- Designing final project assignment
- Translating Course material from Farsi to English

### Teaching Assistant of Technical English Language

January 2021 - July 2022

**Instructor:** [Prof. Zeinab Ghofrani](#), Languages and Linguistics Center, Sharif University of Technology

- Designing and grading assignments
- Holding extracurricular classes for students

## Chief Teaching Assistant of Fundamentals of Programming

September 2018 - January 2019

**Instructor:** [Ms. Marjan Nikbin](#), Department of Computer Engineering,  
Sharif University of Technology

- Supervising and team-leading teaching assistants' group
- Designing and grading quizzes and assignments
- Holding extracurricular classes for students

**Course Page:**

<http://ce.sharif.edu/courses/9798/1/ce1533/index.php/section/syllabus/file/syllabus>

## Industry Experience

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### Taha Meditech

January 2020 - Present

*Co-founder and Product development manager*

*Managing and helping in product development especially electrical and AI*

**Website link:** [www.tahameditech.com](http://www.tahameditech.com)

**LinkedIn Page:** [www.linkedin.com/company/taha-meditech](http://www.linkedin.com/company/taha-meditech)

### Iranmehr Language Institute, Teacher

August 2019 - June 2021

*English teacher and instructor to children, young adults and mature students*

**Website link:** <https://iranmehrcollege.com/en/>

### Panberes Marketing, Sales Consultant

September 2017 - November 2018

*Advertising and sales of sanitary equipment and beauty products*

## Skills

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- Languages: Farsi (Native), English (Advanced), French (Beginner), Arabic (Novice)
- Programming: MATLAB, C, C#, C++, Python, LaTeX
- Software: LTSpice, HSpice, AutoCAD, Simulink, Verilog, Windows, Unity, Unreal, Scratch
- Soft skills: Critical Thinking, Team Work, Problem Solving, Adaptability, Communication,

## Hobbies

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- Video Games
- Basketball and Swimming
- Guitar
- Movies and TV (Anime, Marvel, Psychological Horror and Comedy genres)