

AmirHosein Kashani

Amirkabir University of Technology

+98 9377883889
✉ amkkashani@gmail.com
amkkashani
✉ amkkashani@aut.ac.ir

Education

- 2013–2017 **High School Diploma**, *Alavi High School*.
GPA - 19.76/20
- 2017–present **B.S.c, Computer Engineering at Amirkabir University of Technology (AUT)**, *relevant courses: Principles of Computer Programming (20/20), Advance Advanced Programming(19/20), Probability and Statistics(20/20),Principles and Applications of Artificial Intelligence(20/20),Web Programming(19.5/20),Software Testing(20/20),Internet of Things(19.75/20).*
GPA - 18.3/20 (137/140 credits).

Experience

- 2019 **SURGICAL SIMULATION**, *unity 3D*.
 - simulator for testing surgeons in different situation with AI system can calculate accuracy of surgery with 4 gigabyte train data of last surgeries
- 2019 **Car SIMULATION**, *unity 3D*.
 - The project was commissioned by a doctoral student in the Faculty of Civil Engineering ; for testing roads and get data from car and driver
- 2020 **ChatRoom**, *Golang,unity 3D*.
 - simple group chat. (client side unity , back end Golang)
- 2020 **Rings and ball**, *unity 3D*.
 - just published for iOS
- 2017 **Search engine**, *C* .
 - can search strings in all of your hard disk with logic operands
- 2017–2018 **Download Manger**, *Java*.
 - for window platform
 - contain queue+ parallel downloading
- 2017–2018 **JTank**, *Java*.
 - 2D game with network
- 2017 **Chall ball**, *2D game with unity engine*.
- 2018 **Work Load**, *Java*.
 - The goal is to assign a start time for each job at workstation that minimizes the finish time of the last job(NP Hard).

■ Programming and Computer Skills

golang	intermediate
java, C, C++	fluent
C#	fluent
unity	fluent
dots	intermediate(new programming paradigm base on data oriented for unity)
unreal engine	intermediate
Maya,blender	familiar
VHDL	intermediate

■ Relevant Classes

Reinforcement learning	Fundamentals of Reinforcement Learning (University of Alberta)
Game	advance and intermediate game course (unity) at university Tehran
Maya	Maya 2018 Essential Training(Lynda)

■ College Activities

- assistance of programming lab(fall semester 2019)
- staff of gameCraft-2021(first Amirkabir university game development event)

Last update: August 14, 2021