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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   **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 13, 2021