# Computer Scientist

# Professional Summary

Computer Scientist with a solid foundation in algorithms, data structures, and computational theory. Passionate about research in quantum computing and algorithm design, applying advanced computational techniques to real-world challenges. Additionally interested in game development as a creative extension of technical skills.

### Education

October 2021 B.Sc. in Computer Science, Amirkabir University of Technology (AUT), Tehran, Iran

- Expected Current GPA: 3.15/4.0 (up to 6th semester)

June 2026 Research focus: Quantum computing and algorithms

### Work Experience

October 2024 Research Assistant, Iran Medical Science University, Tehran, Iran

– Present O Developed a Waist-to-Hip Ratio (WHR) measurement system using ultrasonic sensors

O Designed a **people-counting system** to optimize resource allocation

## Teaching Experience

Semester 7 **Teaching Assistant** – **Design and Analysis of Algorithms**, Amirkabir University of (Current) Technology (AUT)

Mentoring and assisting students with course projects

### Technical Skills

Programming C++, C, Python, C#

Languages

Frameworks Unity, Qiskit

/ Libraries

### Projects

\*(Details will be added soon)\*

### Languages

Persian Native

English Professional Working Proficiency

Italian Basic (optional)

TOEFL To be added

### Certifications

Introductory Black Holes Course Certificate

Interests

Guitar, music