

Ashkan Kazemi

CONTACT INFORMATION	Department of Electrical and Computer Engineering Faculty of Engineering University of Tehran, Iran E-mail: ashkankazemi@ut.ac.ir ash.kazemi@ece.ut.ac.ir Cell: +989392076485
AREAS OF INTEREST	A.I., Discrete Mathematics, Graph Theory, Game Theory, Object-Oriented Design, Web Design.
EDUCATION	University of Tehran, Tehran, Iran <i>Bachelor of Science in Software Engineering</i> September 2012 – Present <ul style="list-style-type: none">➤ Expected graduation date: September 2016➤ GPA: 3.26/4
HONORS AND AWARDS	Ranked 251 st in National University Entrance Exam among more than 300,000 students in Physics and Mathematics branch. Ranked 32 nd in National University Entrance Exam among more than 50,000 students in English branch. Passed the N.O.D.E.T. (National Organization of Developing Exceptional Talents) Entrance Exam in both high school and junior high school.
NOTABLE PROJECTS	Designed a line-following robot, Made a graphical version of Super Mario using C Language, Developed a non-graphical server-client replica of www.trello.com using C++ language with the use of network related libraries.
TEACHING ASSISTANTSHIP	<i>Nothing so far !</i>
LANGUAGE SKILLS	Persian: Mother tongue, fluent. English: Fluent, on both professional and practical scale.
SOFTWARE	Programming: C, C++, Java, familiar with HTML, CSS, JavaScript, nodeJS, Python. Simulation: familiar with ModelSim, Quartus, and VMWare Virtual Machine. Applications: Microsoft Word, Microsoft PowerPoint, Microsoft FrontPage.