



Faezeh Shayesteh

FDUCATION

2016 - present Mashhad, Iran

B. SC. IN COMPUTER ENGINEERING

FERDOWSI UNIVERSITY OF MASHHAD

• GPA: 3.33 in 4.0 scale (124 units passed)

• Last year GPA:4/4

SELECTED COURSES

Course	mark	instructor
Computer Vision	20/20	Dr. Taherinia
Object Oriented Design	20/20	Dr. Rasoolzadegan
Software Engineering	20/20	Dr. Araban
Internet Engineering	20/20	Dr. Mohajerzade
Fundamentals of Information Security	20/20	Dr. Amintoosi
Probability and statistics	20/20	Dr. Mohammadi
Database Design	19.8/20	Dr. Behkamal
Methods in Research and presentation	19.27	Dr.Sedaghat
Software Testing	18.9/20	Dr. Paydar
Compiler Design	18.8/20	Dr. Amintoosi
Artificial Intelligence & Expert System	17.5/20	Dr. Abrishami
Computer Networks	16.5	Dr. Mohajerzade
Principles of Computational Intelligence	16.25	Dr. Fazl
Database Laboratory	20/20	Dr. Ahangari
Operating Systems Laboratory	18.5/20	Dr. Akhoondzade

2009 – 2016 Mashhad, Iran

HIGH & MIDDLE SCHOOL DIPLOMA

NODET (NATIONAL ORGANIZATION FOR DEVELOPMENT OF EXCEPTIONAL TALENTS)

- Total GPA: 19.4 out of 20
- Farzanegan Middle and High School Branch

RESEARCH INTERESTS

- Human-Computer Interaction
- Computer Graphics
- Computer Vision
- Applied Machine Learning and Artificial Intelligence
- Game Development and related technologies: VR, AR
- Computational media
- Software Engineering

2018

NASA Scape Challenge

Jun 2018 - May 2018

Dec 2019 – Mar 2020 Mashhad, Iran

> Fall 2019 – Present Mashhad, Iran

Jun 2020 – Present Mashhad, Iran

Sep 2020 – Present

NO FIRE

DESIGNER, DEVELOPER

No_Fire is an interactive service built under Dr.Pourreza's supervision. Its main purpose is to predict and estimate the probability of fire existence in a worldwide scale by image and text processing on social media. It also analyzes tweets using Natural Language Processing techniques and employs NASA APIs to alarm the people near the incident.

FUMEVENT (START-UP PROJECT)

SOFTWARE ENGINEER

• This project aimed to facilitate holding events inside the Ferdowsi University by letting organizers log their events and enabling users to buy tickets online.

VIVIFIED DRAWINGS

DEVELOPER

• Designed a system that creates a real-time 3D scene using objects synthesized from simple paper drawings and sketches using image processing techniques.

COMPILER DESIGN COURSE PROJECT GUIDELINE

DEVELOPER

 Working as a teacher assistant, I worked on an approach to facilitate computer science education and designed a guideline for compiler design course project which was then employed on other courses.

INTERACTIVE ART

DEVELOPER

 Automating the process of converting a static image to interactive one in a way that they can be seen from any angle using image processing and 3d frameworks.

MAKEUP MIRROR

DEVELOPER

With Corona Virus turning into pandemic cosmetic shops are no longer allowed to
provide customers testers. This system is now being developed under Dr.Pourrza's
supervision to enable customers to scan the barcode of their desired makeup
product and try it on virtually with the help of augmented reality and image
processing.

TO-DO WEB APPLICATION

FULL STACK WEB DEVELOPER, DESIGNER

Through a 3-month Internship program in Part Software Group, I worked in a group to develop a to-do list web app. This project was then selected as the best group project. Demo

SIGNAL FINANCIAL

FRONTEND DEVELOPER

 After My Internship in Part Software Group I got hired for a part time job as a frontend developer where I worked on one of the Persian exchange organization's websites. Link

TOOPEL GAME

DESIGNER, ARTIST

· Working in Ludaron Game Studio, a group of two, we made a hyper-casual game targeted for android systems. This game is now published on Cafe Bazaar Android Market. Link

TEACHING EXPERIENCE

TEACHING ASSISTANT

FOR MASTER STUDENTS

• Object-Oriented Design (Dr. Rasoolzadegan)

Python, JavaScript, NodeJS, MATLAB, Java, familiar with PHP, C/C++

FOR BACHELOR STUDENTS

- Compiler Design (Dr. Amintoosi)
- Database Design (Dr. Behkamal)

TECHNICAL SKILLS

MySQL, PostgreSQL

Rational Unified Process (RUP), UML

Unity, JUnit, Adobe Photoshop, Adobe Illustration, Aurelia, Bootstrap, WordPress, P5js, ML5js,

Three.is, TensorFlow, OpenCV

Git, Familiar with Docker

HTML5, CSS, Sass

LANGUAGE PROFICIENCY

- Native in Persian
- Fluent in English (Unfortunately, due to Covid-19 nationwide restrictions, all TOFEL and IELTS exams in November and December of 2020 got canceled in my country. I am planning to take Duolingo Test On 11/29/2020)

2015 - Present

DIGITAL ARTIST

I've been doing traditional drawings since my childhood and won several art
competitions. I've focused on digital Art for 5 years now and have been looking
for ways to integrate my two passions, art and technology. You can find my art
resume on ArtStation.

Aug 2017 - Present

FUM VIDEO GAME SOCIETY

MEMBER, ARTIST

- Worked as a 2d artist in an indie game studio
- I have been a member of this society and participated in events such as FUM Game Discussion

Dec 2017 - Present

FUMLUG SOCIETY

ART DIRECTOR

 Assisted the Open Source society at Ferdowsi University of Mashhad as an art director to hold annual gatherings in order.

Dec 2017 - Present

FUM COMPUTER SOCIETY

MEMBER, CARICATURIST

- Assisted the computer society at Ferdowsi University of Mashhad to hold FCPC and ACM programming competitions.
- Created some caricatures in ALT_f9 publication which is associated with the computer society of Ferdowsi University.

Jun 2018 - Present

HESE HAFTOM CHARITY GROUP

VOLUNTEER

• Spent my summers teaching elementary courses to disadvantaged children who couldn't afford supplementary classes

REFERENCES

- **Dr. Haleh Amintoosi** [amintoosi@um.ac.ir]
- Dr. Behshid Behkamal [behkamal@um.ac.ir]
- Dr.Abbas Rasoolzadegan [rasoolzadegan@um.ac.ir]