Kasra Darvish

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Education

B.Sc., Computer Science **Tehran, Iran**
Shahid Beheshti University *2013-2018*
- GPA: 3.78/4.0 (18.02 out of 20)
- Last 2 years GPA: 3.92/4.0 (18.51 out of 20)

Technical Skills

- **Programming**:
  - Java, Python, C++
  - PyTorch, OpenCV
  - LaTeX
  - MATLAB, Prolog
  - HTML, CSS, JavaScript
  - Ipe (Computational Geometry)
- **Operating Systems**: Mac OS X, Linux, Windows

Research Interests

- Artificial Intelligence, Machine Learning
- Computer Vision
- Algorithms, Computational Geometry
- Deep Learning

Honors and Awards

- **Ranked as top 1% among computer science students** **Tehran, Iran**
Shahid Beheshti University *2018*

- **Selected as one of the top 5 students** **Iran**
Nationwide Computer Science Olympiad *2017*

- **Exempted from M.Sc. university entrance exam as an exceptional-talent student** **Iran**
2017

- **Ranked as top 1% among more than 250,000 students** **Iran**
National Universities Entrance Exam *2013*

Research Experience

- **Research Assistant, Deep Learning** **Prof. Hadi Farahani**
Shahid Beheshti University *Nov. 2017 - May 2018*

- **Research Assistant - Computational Geometry Laboratory** **Prof. Farnaz Sheikhi**
Shahid Beheshti University *Feb. 2017 - May 2018*

- **Disease detection by processing iris image** **Prof. Alireza Tavakoli**
Shahid Beheshti Univeristy *May 2017 - July 2017*

- **Principal Component Analysis (PCA) and Eigenface** **Prof. Alireza Tavakoli**
Shahid Beheshti University *May 2017*

Teaching Exprience

- **Teaching Assistant, Computational Geometry**   **Prof. Farnaz Sheikhi**
  Shahid Beheshti University   *Sept. 2017 - Jan. 2018*

- **Teaching Assistant, Compiler Theory**   **Prof. Adel Hosseini**
  Shahid Beheshti University   *Sept. 2017 - Jan. 2018*

- **Teaching Assistant, Automata Theory**   **Prof. Hadi Farahani**
  Shahid Beheshti University   *Feb. 2016 - July 2016*

- **Teacher, Mathematics**   **Tehran, Iran**
  Mahde Danesh High School   *2013 - 2016*

Notable Projects

- ***Pedestrian Detection*** *using Support Vector Machine* ***(SVM)*** *and Histogram of Oriented Gradients* ***(HOG)*** *in MATLAB*

- *An adversarial* ***2D game*** *in* ***C++*** *with* ***minimax*** *algorithm for the agent*

- ***The Chromatic Art Gallery Problem*** *for specific type of polygons*

- ***Ball Mania****, a* ***2D game*** *developed in* ***C++*** *using its graphic library*

- ***Genetic algorithm*** *to solve a modified version of the* ***maze problem*** *in which we have to put different shapes of pipes in each cell to convey the water from source to destination*

- ***Prolog*** *program to solve Einstein's riddle*

Memberships and Services

- **IOI Office Member**   **Tehran, Iran**
  The 29th International Olympiad in Informatics   *Aug. 2017*

- **Executive Director of "Pardazeh"**   **Tehran, Iran**
  The Scientific Journal of Computer Science Association, SBU   *Sept. 2014 - Nov. 2015*

Languages

- **Persian (Farsi)**: Native
- **English**: Fluent
  - TOEFL iBT®: 109 (Reading: 27 Listening: 28 Speaking: 26 Writing: 28)
  - GRE ®: Verbal Reasoning: 147 Quantitative Reasoning: 163 Analytical Writing: 3
- **Arabic**: Intermediate
- **Spanish**: Beginner

Other Skills

- Piano: Intermediate   - Soccer: Professional player