#### Contact

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# **Mahtab Farrokh**

# **Undergraduate Hardware Engineering**

## **Interests**

#### **Professional**

Internet of Things, Computer Networks, Android Programming, Graph theory

#### **Personal**

Violin, Pottery, Wood Handcraft

## **Education**

### 2015 - 2019, B.Sc. in Computer Hardware Engineering

AmirKabir University of Technology (Tehran Polytechnic), Tehran, Iran GPA(up to now): 17.13/20 Total Passed Credits: 50

### 2008 - 2015, Diploma in Physics and Mathematics Discipline

Farzanegan 1, Tehran, Iran (NODET) Attended Iran National Olympiad in Computer Focused on Combinatorics , graph theory and c++ Programming. GPA: 19.36/20

### **Honors and Awards**

- Ranked top 0.4 % among more than 180,000 students participated in the nationwide entrance examination of undergraduate studies in Iranian universities (2015)
- Semi-finalist at National Mathematics Olympiad (March 2013)
- accepted for 2nd level of Kharazmi awards assessments(2011)
- Member of National Organization for Development of Exceptional Talents (NODET)(2007-2014)

# **Teaching Experience**

Teacher Assistant, Introduction to Programming, Amirkabir University of technology, Under Supervision of Prof.Bakhshi (Fall-2016)

## **Skills**

### **Programming**

- Python 3C and C++Verilog
- VHDLJava

### Web and DB Technologies

- MySQLjango
- mongoDbHTML(Familiar)

#### **Operating Systems**

LinuxWindows

### **Typesetting**

○ 上下X ○ Vim ○ Microsoft Word

#### **Others**

- Docker
  Eclipse
  Android Studio
- Qt modelsim IntelliJ Pycharm

# **Projects**

- computer architecture: Design and implementation of a small modular processor, called SAYEH (Simple Architecture, Yet Enough Hardware) - VHDL
- Distributed Calculator implemented database part using mongoDb and docker - Python
- Data Structure : search engine using inverted index algorithm Python.
- Data Structure: Finite state machine Python.
- Logic Circuites : Traffic Light Verilog.
- Advanced Computer Programming:
  - o Implementation of a graphical game with multiplayer support and AI. Computer Player.(Strategic Game) Java.
  - o Implementation of Pacman game Java.
  - o Implementation of Arcade game Java.
- Principles of Computer and Programming : living cell simulation C.
- Implementation of Notepad using Qt C++.
- ullet Wind Tonel for Educational purpose. Test room dimention 3000  $cm^3$ .
- Hovercraft modeling for phisics workshop. Selected for 2nd level of Kharazmi awards assessment (2011)

# High Grades in undergraduate courses

- Data Structures & Algorithms Dr.Dehghan Fall 2017 (20/20)
- Logic Circuits Dr. Sedighi Fall 2017 (18.9/20)
- Electric Circuits Dr.Khorsandi Fall 2017 (18.5/20)
- Advanced Computer Programming Mr.Poorvatan Spring 2016 -(18/20)
- Principles of Computer and Programming Dr.Bakhshi Fall 2015 -(20/20)

## **Extra-Curricular Activities**

- Elected as the President of Students Scientific Chapter(SSC), CEIT Department, Amirkabir University of Technology (Tehran Polytechnic)-2017
- Member of Execution Committee, 9th National AUT Linux Festival
  Spring 2017
- Member of Execution Committee, 8th National AUT Linux Festival
  Spring 2016
- Member of Execution Committee, 2nd International AUT ACM ICPC
  Fall 2016

## References

 Professor Bahador Bakhshi, Assistant Professor
 Computer Engineering and IT Department, Amirkabir University of Technology

Email: bbakhshi@aut.ac.ir

• Professor Masoud Sabaei , Associate professor Computer Engineering and IT Department, Amirkabir University of Technology

Email: sabaei@aut.ac.ir

 Professor Siavash Khorsandi , Associate professor Computer Engineering and IT Department, Amirkabir University of Technology

Email: khorsandi@aut.ac.ir