Navid Salehnamadi

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Objective

- Starting M.Sc/Ph.D program in Fall 2015

Research Interest

- Game Theory
- Social Networks Analysis
- Multi-Agent Systems
- Algorithms

Education

- B.Sc. in Computer Engineering, 2011-Present
  School of Electrical and Computer Engineering, University of Tehran,
  Tehran, Iran
  Total GPA: 17.22 / 20
  Related Courses GPA: 19.75/20

    - Game Theory (20/20 Graduate Course)
    - Multi-Agent Systems (20/20 Graduate Course)
    - Artificial Intelligence (19.5/20)
    - Design and Analysis of Algorithms (20/20)
    - Data Structures and Algorithms (20/20)
    - Formal Languages and Automata Theory (19/20)

- Diploma in Physics and Mathematics Discipline, 2007-2011
  Allameh Helli High School, under the supervision of NODET,
  Tehran, Iran
  GPA: 19.06 / 20

Honors and Awards

- Ranked 1st — Sep 2014
  19th Iran National University Students' Scientific Olympiad in
  Computer Engineering
  Tehran, Iran

- Ranked 9th — Dec 2013
  ACM ICPC Regional Contest,
  Tehran site

- Ranked 3rd — Mar 2012
  IranOpen Robocup Competition 2012 Rescue Simulation League
  as the leader of Eskilas Team

- Top 0.05% of the nationwide entrance exam of Iranian universities — Jun 2012
  Tehran, Iran

- Silver Medal — Sep 2010
  Iran National Olympiad in Informatics

- Ranked 2nd   Oct 2009
  11th Khwarizmi Young Award, Tehran, Iran
  Robotic Competition - Rescue Agent Simulation

Projects

- Design and implementation of a start-up project based on cloth shopping   Spring 2014
  by social network approach.
  Internet Engineering Course

- A game theoretical survey about influence of individuals on decision making   Fall 2013
  in social networks
  Under supervision of Dr. Masoud Asadpour
  Social Networks Course

- Design final project of Data structure course   Fall 2013
  Implementing a social network database and find communities on it

- Design and implementation of a Search Engine with indexing and cache capabilities   Fall 2012
  Developed in Java with B+ Tree, used Splay Tree as cache
  Data structure course

- Design and Implementation of a Multi-agent Artificial Intelligent rescue agent team   Spring 2014
  Multi-Agent course   &
  Khwarizmi Robotics Competition   2010

Teaching Experience

- Discrete Mathematics   Fall 2014
  Teaching Assistant of Prof. Siamak Mohammadi   Spring 2014
  University of Tehran

- Data Structures and Algorithms   Spring 2014
  Teaching Assistant of Prof. Heshaam Faili   Fall 2013
  University of Tehran

- Artificial Intelligence   Fall 2014
  Teaching Assistant of Prof. Hadi Moradi
  University of Tehran

- Design and Analysis of Algorithms   Fall 2014
  Teaching Assistant of Prof. Masoud Asadpour
  University of Tehran

- Introduction to Object-Oriented Programming   Fall 2014
  Instructor
  Allame Helli High School

Working Experience

- Developer   Fall 2013
  Cafe Bazaar (a local android marketplace)
  Tehran, Iran

Skills

- Language

  - Persian: native

  - English: fluent

  - Turkish: Familiar

- Programming languages
  - Expert in C/C++, Java, Python, Ruby
  - Familiar with PHP, JavaScript, C#
- HDLs: Verilog
- Databases: PostgreSQL, Neo4j, MongoDB

Leadership and Membership

- ACM Student Chapter Vice-chair 2014
University of Tehran
- Member of F1 Journal Team Summer 2014
ACM Student Chapter Scientific Journal
- Leader of the Rescue Simulation League 2012
Eskilas Team
Allame Helli High School

Hobbies

- Reading comic books (Especially Batman)
- Playing the Guitar and harmonica
- Hiking