Parsa Niavand

Tehran, Iran | parsaniavand0 at gmail.com | GitHub/parsany | parsany.github.io

EDUCATION

BSc in Computer Science
Sep 2019 - August 2025
SRBIAU
Department of Converging Sciences and Technologies
(15.90/20.00)

Diploma in Mathematics and Physics
Sep 2016 - Jun 2019
(18.75/20.00)

SKILLS

Programming Languages: Python, C++
Libraries & Frameworks (Backend): PyTorch, Numpy, Pandas, Matplotlib
Databases: SQLite, PostgreSQL
Frontend Development: Next.js, JavaScript, Tailwind CSS
Tools: Bash scripting , Linux , Git, Regex, Jupyter
Document Preparation: Microsoft Office, LaTeX

RESEARCH INTERESTS

Artificial Intelligence, Machine learning, Computer Vision, Robotics and Simulation,
Image Segmentation, Image Processing, Data Analysis, Data Mining

PROJECTS

Cat Emotion Recognition
Developed a convolutional neural network (CNN) model to recognize and classify the emotions of cats from images. This project involved data preprocessing, model training, and evaluation to achieve high accuracy in emotion detection. GitHub Link: EvoAlgo

Evolutionary Algorithm in C++
Implemented an evolutionary algorithm in C++ for Simulation. This project explores heuristic algorithms and simulations, demonstrating the effectiveness of evolutionary strategies in finding optimal solutions. GitHub Link: CatRec

PIDNN
Created a PID control system integrated with neural networks for optimizing performance in various applications. This project focuses on enhancing the control mechanism through machine learning techniques. GitHub Link: PIDNN

SELECTED COURSES

Artificial Intelligence	(3.2/4)
Probability I	(3.1/4)
Combinatorics	(3.4/4)
Theory of Computation	(3.7/4)
Linear Optimization	(3.1/4)
Design & Analysis of Algorithms	(under compilation))
Design & Linear Algebra	(under compilation)

LANGUAGES

Persian: Native **English:** Bilingual (IELTS Score: yet to attend)

EMPLOYMENT

Junior Frontend Web Developer
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November 2023 - October 2024

- Developed responsive web applications using Next.js and React.
- Utilized Tailwind CSS for efficient styling and layout design.
- Implemented server-side components to enhance performance and SEO.
- Participated in code reviews and contributed to team knowledge sharing.

UI Designer
Game Studio
December 2021 - August 2022

- Designed user interfaces for game menus and HUDs.
- Collaborated with game developers and artists to create cohesive visual styles.
- Created prototypes using Figma to visualize design concepts.

Upper Intermediate