

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

(16.20/20.00)

SKILLS

Programming Languages: Python, C++, Javascript

Libraries & Frameworks (Backend): PyTorch, Numpy, Pandas, Matplotlib

Databases: SQLite, PostgreSQL

Web Development: Next.js, Tailwind CSS

Tools: Bash scripting, Linux , Git, 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 to recognize and classify the emotions of cats from images. This project involved model training and evaluation to achieve high accuracy in emotion detection. GitHub Link: CatRec

Evolutionary Algorithm in C++

Implemented an evolutionary algorithm in C++ in a 3d euclidian space. the project demonstrates usefulness of evolutionary strategies for finding optimal solutions. GitHub Link: EvoAlgo

PID NN

Created a PID control system integrated with neural networks as backpropagation. 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 attach)

EMPLOYMENT

Junior Frontend Web Developer

Pixie Studio

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

Saro 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.