

Ahoora Mahmoom

✉ ahooramahmoom@gmail.com | 🌐 theahooraa | 📺 theahooraa

Education

Qazvin Islamic Azad University (QIAU)

Master of Science, Software Engineering

GPA: 3.54/4 - Top rank student in major among 130 students

Qazvin, Iran

Sep. 2019 - Sep. 2022

Qazvin Islamic Azad University (QIAU)

Bachelor of Science, Information Technology

Project Score: Excellent

Qazvin, Iran

Jan. 2014 - Jan. 2019

Research Interest

- Reinforcement Learning
- Graph Machine Learning
- Recommender Systems

Skills

Languages

Kurdish(Native), Persian(Native), English(Fluent)

Programming Language

Python

Familiar with

Shell Script, Lua, Go, C/C++

Frameworks

PyTorch, NumPy, SciPy, pandas, Matplotlib, spaCy, Conda, Docker

Misc

Linux, git, L^AT_EX

Experience

Qazvin Islamic Azad University (QIAU)

Research Assistant in Mechatronics Research Laboratory (MRL)

Qazvin, Iran

2016 - 2022

- Improved the convergence of algorithm based on reinforcement learning to tackle the wireless fading in an environment.
- Designed and implemented in recognition of boundary in robotic soccer field.
- Created a classifier for detecting balls from other stuff in a robotic soccer field.

Teaching Experience

Mentor - Mechatronic Research Lab (MRL)

Trainer the new members of the robotics team

Qazvin

2021 - 2022

Teacher Assistant - Department of Computer Engineering

Fundamental of Computer and Programming

Qazvin

2015 - 2015

Projects

Regular Expression

Qazvin

Oct. 2022

- This project is about information extraction with the most straightforward way to find some data that is important to our task, so I implemented this project from scratch utilizing python.

Algorithm's Convergence

Qazvin

Sep. 2022

- This project is a novel algorithm DROO based on reinforcement learning that uses order-preserving for quantization to make a data sample for training. To improve the convergence, I made it better by Policy gradient.

Web Crawler

Qazvin

Sep. 2020

- This project is about crawling the website and saving the links. Hence, I implemented this project from scratch utilizing python without employing any related library to make a better understanding.

Recognition Boundary of Soccer Field

Qazvin

Nov. 2016

- The robot should not leave the playing field. For this reason, it must recognize the end of the soccer field. We used a convex hull algorithm for this project.

Awards and Honors

May. 2022

Technical Challenge 1st Place: “IranOpen International Competitions - 2D Soccer Simulation League”

Tehran

2016 - 2022

Assistantship: “Qazvin Islamic Azad University”

Qazvin

Test Score

- GRE
328(Verbal: 158, Quantitative: 170, Writing: 4)
- TOEFL
97