Amir Hajimohamadi

Portfolio: amirhajimohamadi.ir Github: github.com/vysos

EDUCATION

University of Tehran

Tehran, Iran

September 2019 - September 2023

Email: amir.hajimohamadii@gmail.com

B.Sc. in Computer Engineering
Shahid Rajaei High School

Tehran, Iran

Diploma in Mathematics and Physics Discipline.

September 2016 - June 2019

Mobile: +98-921-0925-984

Affiliated with the National Organization for the Development of Exceptional Talents (NODET)

TEACHING EXPERIENCE

Teaching Assistant

University of Tehran

 $\circ\,$ Fundamentals of Programming, Z. Movahedi

Fall 2020

o Fundamentals of Programming, R. Ghiasi

Fall 2021

As a teacher assistant at the University of Tehran, I had the opportunity to work closely with Dr. Zahra Movahedi and Razieh Ghiasi in teaching the fundamentals of programming to students. In this role, I supported them in grading assignments, and providing one-on-one assistance to students.

My responsibilities included leading small group discussions, answering student questions, and offering additional support to those who needed it. Additionally, I played an integral role in organizing and facilitating group projects and in-class activities, which helped students to better understand the course material.

Throughout my time as a teacher assistant, I was able to develop strong communication and interpersonal skills, as well as a deep understanding of the principles of programming. I also gained valuable experience in teaching and mentoring, which has helped me to excel in my subsequent academic and professional endeavors.

Professional Experience

AI Engineer - Asre Danesh Afzar

Tehran, Iran

Internship

Jul 2022 - Sep 2022

Developing an LSTM model to automatically classify user transaction notes into pre-defined categories, using an imbalanced dataset. Stanza library is used to clean the data. The train model contains:

- o An embedding layer with 200 dimensions (using pre-trained word embeddings trained on Persian Wikipedia)
- o 2 bidirectional LSTM layers with 512 and 256 neurons, respectively.
- o A global max pooling 1D layer
- \circ And a dense layer of 20 neurons with a softmax activation function
- 19 million trainable parameters in total.

Several metrics such as cohen kappa score and f1-score are used to evaluate the model. The dataset contained 1.3 million labeled data.

NOTABLE PROJECTS

- Persian Font Detector (Computer Vision): This project trains a deep convolutional neural network to detect 16 famous Persian fonts in images. The model can recognize the font of Persian text in an image with the accuracy of 99.9% on test set. The dataset is made by Python programming language and contains 68856 images of Persian text rendered in 16 different fonts. (August '23)
- CPU Process Scheduling Simulator (Operating Systems): This is a CPU process scheduling simulator built with Unity and C#. It allows simulating and comparing different CPU scheduling algorithms. (August '23) Algorithms Implemented:
 - o First Come First Serve (FCFS)
 - o Shortest Job First (SJF) Preemptive and Nonpreemptive
 - o Priority Scheduling Preemptive and Nonpreemptive
 - o Round Robin
- Pneumonia Classification (Computer Vision): Training a model to detect Pneumonia using chest x-ray images & ResNet architecture. The dataset is fetched from Kaggle which contains 5,863 X-Ray images (JPEG) and 2 categories (Pneumonia/Normal). The model reached 91.5% test accuracy in 12 epochs. (October '22)
- Text Classification (Natural Language Processing): AI model to classify news from its content based on LSTM. The model reached 79% accuracy after 13 epochs. (July '22)
- Constraint Graph Maker (Artificial Intelligence): Solving a CSP problem in which creating graphs given the constraints on the shape of nodes and their neighbors is needed. (August '22)
- Persian Word2Vec (NLP, Machine Learning): Training word vectors with 100 dimensions using a model consisting of an input layer and 2 sense layers. Its dataset was web scraped from an online Persian poetry library. A word cloud is also provided to see the most frequent words. (August '22)

SKILLS & QUALITIES

- Theoretical Background: Familiar with Machine Learning and Deep Learning Concepts such as Types of Machine Learning systems, Classification and Regression, SVMs, Decision Trees, Ensemble Learning, Dimensionality Reduction, and Unsupervised Learning techniques.
- Languages and Tools: Working knowledge in Python, Java, C++, Javascript, SQL, Bash-Scripting, Git, and LaTeX. Hands-on experience in Machine Learning tools such as scikit-learn, Matplotlib, Numpy, Pandas, and Jupiter notebook.
- Web Application Development: Familiar with React, HTML, and CSS.
- Mobile Application Development: Familiar with Dart and Flutter.
- Game Development: Working knowledge in C# and Unity.
- Languages: English (Full professional proficiency- TOEFL: 98/120 (Internet-Based), Persian (Native).
- Others: Creative, self-motivated, eager to learn new things. Communicative and collaborative with the ability to work both independently and in a team.

LICENSEES & CERTIFICATES

• Kaggle:	
• Computer Vision	Fall 2022
o Intermediate Machine Learning	Spring 2021
o Intro to Machine Learning	$Winter\ 2020$
o Pandas	$Winter\ 2020$
• Coursera:	
• What is Data Science?	$Winter\ 2020$
o Neural Networks and Deep Learning	$Summer\ 2022$
\circ Improving Deep Neural Networks Hyperparameter tuning, Regularization $\&$ Optimization	Fall 2022
Volunteer Experience	
Member of executive Committee at IPRIA 2023	Qom, Iran
• The 6th International Conference on Pattern Recognition & Image Analysis	Feb 2023
Member of executive Committee at MVIP 2020	Qom, Iran
• The 11th Iranian and the first International Conference on Machine Vision and Image Processing	Feb 2020

Hobbies & Interests

- Playing computer games
- Reading books
- Learning new programming languages
- Playing soccer and volleyball
- Listening to music