

Negar Honarvar Sedighian

Shahid Beheshti University, Tehran, Iran

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Education

Shahid Beheshti University

Tehran, Iran

Bachelor of Science in Computer Engineering

Sep. 2020 to Feb. 2025[Expected]

- Cumulative GPA: 17.42/20 (3.67/4)
- GPA of last two years: 18.23/20 (3.78/4)

Relevant Courses: GPA: 4/4

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|-----------------------------------|---------------------------|------------------------------|
| - Fundamentals of Computer Vision | - Machine Learning | - Computer Simulation |
| - Fundamentals of Robotics | - Artificial Intelligence | - Statistics and Probability |
| - Deep Reinforcement Learning | - Algorithms Design | - Data Structures |

Farzanegan 1 Secondary School

Mashhad, Iran

High School Diploma in Mathematics

Sep. 2017 to Jun. 2020

- Diploma GPA: 19.98/20 (4.0/4.0)

Research Interests

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|-------------------------------------------------------|-------------------------------------------------|
| - Application of Deep Learning Methods in Health Care | - Graph Neural Networks Methods and Application |
| - Accelerated MRI Reconstruction | - Image Super Resolution and Denoising |

Research Experience

B.Sc Thesis

Shahid Beheshti University

IMAGE PROCESSING AND DISTRIBUTED SYSTEMS LAB

On Going

- Proposing a Dynamic Attentive Graph Neural Network for Cardiac MRI Reconstruction in a cascading manner.
- Under Supervision of Dr. Mohsen Ebrahimi Moghaddam.

Honors and Awards

- Ranked 2nd among 90 in admission among accepted students in the Computer Engineering department, Shahid Beheshti University, 2023.
- Ranked 321st in National entrance exam for B.Sc Studies among 160,000 students, 2020.
- Ranked 1st in National Organization for Development of Exceptional Talents Secondary School Entrance Exam in Khorasan Razavi Province, 2017.

Teaching Assistant Experience

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|---------------------------------------|--------------------------------|
| ○ Artificial Intelligence | Sep. 2024 - Present |
| - Lectured by: Dr. Armin Salimi-Badr | |
| ○ Discrete Mathematics | Sep. 2024 - Present |
| - Lectured by: Dr. Farshad Safaei | |
| ○ Algorithms Design | Sep. 2024 - Present |
| - Lectured by: Dr. Ramak Ghavamizadeh | |
| ○ Software Engineering | Feb. 2024 - Jul. 2024 (6 mos) |
| - Lectured by: Dr. Mehran Alidoostnia | |
| ○ Technical English | Sep. 2023 - Jul. 2024 (11 mos) |
| - Lectured by: Dr. Vahidi Asl | |
| ○ Computer Architecture | Sep. 2023 - Jan. 2024 (5 mos) |
| - Lectured by: Dr. Rahmati | |
| ○ Advanced Programming | Sep. 2023 - Jan. 2024 (5 mos) |
| - Lectured by: Dr. Vahidi Asl | |

- **Artificial Intelligence** Sep. 2023 - Jan. 2024 (5 mos)
 - Lectured by: Dr. Mehrnoush Shamsfard
- **Compiler Design** Sep. 2023 - Jan. 2024 (5 mos)
 - Lectured by: Dr. Mehran Alidoostnia
- **Computational Intelligence** Sep. 2023 - Jan. 2024 (5 mos)
 - Lectured by: Dr. Shahabedin Nabavi
- **Operating Systems Laboratory** Sep. 2023 - Jan. 2024 (5 mos)
 - Lectured by: Dr. Shahabedin Navabi
- **Statistic and Probability** Sep. 2023 - Jan. 2024 (5 mos)
 - Lectured by: Dr. Farshad Safaei

Projects

Automated Stock Trading Strategy with DRL

Jun. 2024

[Link to GitHub Repository](#)

- Designed a Cascading Long Short-Term Memory Proximal Policy Optimization (PPO) model which uses LSTM layers to capture temporal dependencies in stock data and a PPO algorithm to optimize trading decisions.
- The environment is from yfinance library with trading data from Jan. 2009 up to Jun. 2024.

Deep Reinforcement Learning Algorithms

May. 2024

[Link to GitHub Repository](#)

- A Complete Collection of Deep RL Famous Algorithms implemented in Gymnasium's most Popular environments.
- Implementation of SARSA and DQN with boltzman in CartPole.
- Implementation and comparison of DQN, D3QN, and Enhanced D3QN Agents in Lunar Lander environment.
- Implementation of Proximal Policy Optimization algorithm in Swimmer, with clipped objective PPO and adaptive kl PPO agents.

Enhanced Farsi News Classification

Mar. 2024

[Link to GitHub Repository](#)

- The goal of this project is to develop an enhanced neural network model to classify Farsi news articles into their respective categories.
- The dataset has been preprocessed with Tokenization and Feature Extraction.

Classic Computer Vision

Feb. 2024

[Link to GitHub Repository](#)

- Application of Classic Computer Vision Techniques such as Filtering, Transformation, and Feature Extraction for image interpretation.

Guidance of a Quadcopter for Object Detection

Mar. 2024

[Link to GitHub Repository](#)

- Designed a controller for a quadcopter to control its flight over boxes in an urban environment, automatically taking precise images of boxes and interpreting the images using Computer Vision Deep Learning-Based Approaches.
- After interpreting the image, the quadcopter determines whether the item matches the target item; if matched, the quadcopter lands beside the box and turns on its front LEDs.

Bug Algorithms

Jan. 2024

[Link to GitHub Repository](#)

- Implementation of Bug1, Bug2, and Wall-following algorithms for GCTronic's e-puck in the Webots environment.
- Each algorithm successfully guides the robot through a maze.
- Map of the maze is generated with Bug2 and split-and-merge algorithms.

Machine Learning Algorithms

Jan. 2024

[Link to GitHub Repository](#)

- This repository includes famous classification and regression algorithms, each applied to solve a related problem.
- Each problem includes Feature Engineering methods to prepare raw data by transforming it into relevant features.
- Algorithms include K-Nearest Neighbors, Support Vector Machine (SVM), Decision Tree, and Gradient Descent for supervised learning; DBSCAN is used as an unsupervised algorithm.

Robotics

Dec. 2023

[Link to GitHub Repository](#)

- Controllers for e-puck in Webots environment using popular Localization, Planning, and Navigation algorithms.
- The controllers range from simple to complex, providing beginners with a better understanding of the control process.

Link to GitHub Repository

- The algorithm devised for this game is a combination of a Genetic Algorithm and Minmax, where Minmax is used as the fitness function for the Genetic Algorithm.
- This game consists of two real-time agents that try to create more walls than their opponent while avoiding collisions with each other and the boundary walls. The Unity framework used is based on Chillin's monitor games.

Referrers

- **Dr. Armin Salimi-Badr**

Assistant Professor of Software Engineering, Shahid Beheshti University

- **Dr. Shahabedin Nabavi**

Faculty of Computer Science and Engineering, Shahid Beheshti University

- **Dr. Mojtaba Vahidi-Asl**

Assistant Professor of Software Engineering, Shahid Beheshti University

- **Dr. Mehran Alidoost Nia**

Assistant Professor of Computer Engineering, Shahid Beheshti University