

Maryam Hatami

Areas of Interest

Deep Learning, Machine Learning, Computer Security, Serious Games

Education

Shahid Beheshti University, Tehran, Iran, 2015-2019

- Bachelor of Science – Computer Engineering

Thesis: Design and Implement a Serious Game for Test Data Generation

GPA- Overall: B+, Major: A-, Thesis: A

Publications

- CNN-LS-SVM: Anomaly Detection using CNN in Feature Extraction and LS-SVM as Classifier [Journal Paper – Submitted].

Maryam Hatami

2021

- SADCNN: Supervised Anomaly Detection Based on Convolutional Neural Networks [Journal Paper – Submitted].

Maryam Hatami

2021

- Noise Robust Text-Independent Speaker Identification using Deep Learning in the Persian Language [Conference Paper]

Javad Zandi, Maryam Hatami, Mehdi Bekrani

2020

- Theory of Fun in Game Design [Book Translation]

Javad Zandi, Maryam hatami, Dorsa Samiei

2019



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[Homepage](#)

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- Gamification in E-Commerce: A Survey [Conference Paper]
Shahrzad Mousavi, Maryam Hatami, Mojtaba Vahidi-Asl, 2017

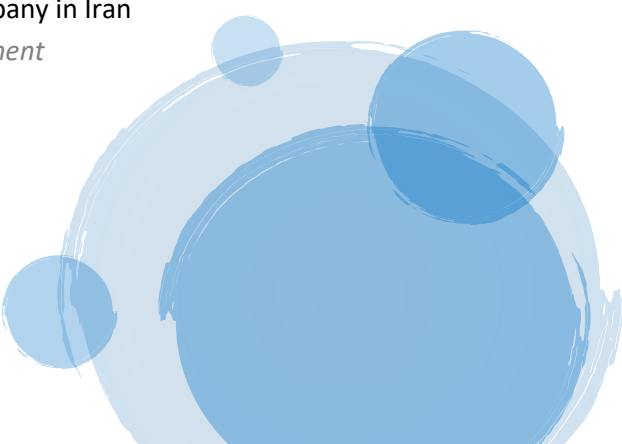
Honors and Awards

- University of Shahid Beheshti Computer Science Department
Dean's Award
2019
- Rank 1st in Shahid Beheshti University Game Jam
2018

Notable Work

- Design the CNN-LS-SVM model for Network Anomaly Detection
Project Skills: Deep Learning, Machine Learning, Python, MATLAB
2021
- Design the SADCNN model for Network Anomaly Detection
Project Skills: Python, Deep Learning, Machine Learning
2021
- Implement Web Advertising Banner
Project Skills: Java Script, HTML, XML, CSS
2018
- Design and Implement a Serious Game for Application Test
Generation
*Project Skills: C#, Game Design, Unity 2D, UI Design, UX Design,
Data Structure, Decision Tree, Data Test Generation, Teamwork*
2016

Internship

- Programmer in Alibaba Company in Iran
Advertising Banner Development
2018
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Courses Lectured

- Game Development with Unity 2D for Beginners
2017

Sessions and Workshops

- Deep Learning A-Z hands-on Artificial Neural Networks 2020
<https://www.udemy.com/course/deeplearning/>
2020
- Neural Network and Deep Learning
<https://www.coursera.org/specializations/deep-learning>
2020
- Gamification
<https://www.coursera.org/learn/gamification>
2018
- HTML & CSS
Tehran Technical Complex – 20 sessions
2018

Teaching Assistants

- Data Structure
Prof. Mohsen Ebrahimi Moghaddam
2018
- Assembly
Prof. Mojtaba Vahidi-Asl
2017


Language

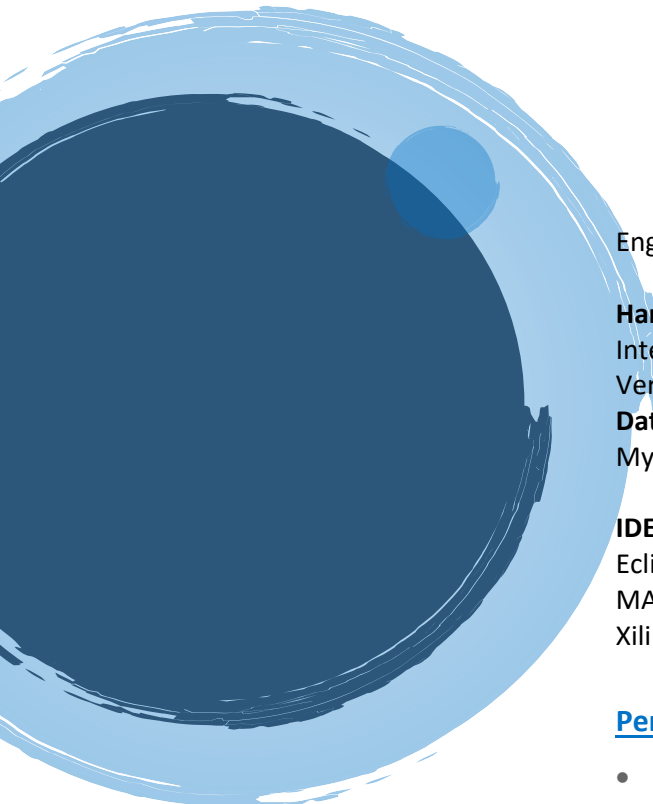
English

Computer Skills

Software Programming:

Python[master], MATLAB[good], JAVA[master], C#[master],
HTML[good], CSS[good], Java Script[good], Software-





Engineering[master], C++[good], C[basic], Ada[basic]

Hardware Programming:

Intel x86 [Master], MIPS & ARM (Assembly)[good], VHDL[basic], Verilog[basic]

Database system:

MySQL[Master], Data Base Design[good]

IDE/Editor:

Eclipse[Master], Visual Studio[Master], Unity[Master], MATLAB[Master], NetBeans[Master], Sublime[good], Houdini[basic], Xilinx ISE[basic], Model-Sim[basic], Anaconda[good], Spyder[Master]

Personal Information

- Personality: Workaholic
Spending major time for research after bachelor's graduation
 - Goal: Professor at a University
Searching for Ph.D. position which is required for university job
 - Volunteer: Attending Florida International University (FIU.EDU)
Graduate Classes
FIU is ranked first in Florida
 - Art: Piano Player and Artist
 - Exercise: Biking
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