

Yaya Momt *Data Scientist*

📍 Italy

✉ yahyamomtaz@gmail.com

🐙 github.com/yahyamomtaz

🔗 <https://yayamomt.tech/>

🌐 [linkedin.com/in/yahya-momtaz-601b34108](https://www.linkedin.com/in/yahya-momtaz-601b34108)

Professional Experience

05/2024 – present
Naples, Italy

Data Scientist

UNIVERSITY OF NAPLES FEDERICO II

I am developing software for the analysis and increase of usability of images of ancient manuscripts and books by applying AI and machine learning in a research program.

I also developed the full stack website of the project.

Check it out : <https://www.magic.unina.it> 🔗

01/2022 – 08/2022
Naples, Italy

Data Scientist

Spici srl

- I developed an API in place to create graph databases, which resulted in a 60% faster time for the coworkers.
- cleaning of client information gathered from several platforms. By 20%, my approach lowered data errors, thereby offering a solid foundation for an exact study.
- By use of cluster analysis in Python, I split the customer based on their purchase patterns.
- This study was crucial to determine significant client segments for focused marketing plans.

06/2018 – 11/2020
Tehran, Iran

Software Engineer

Saba INV

- I implemented reliable systems with optimal performance and security across enterprise environments.
- Established programming skills by creating and maintaining automation scripts to simplify network setups and monitoring.
- Worked with other teams to improve the scalability of our automation systems by integrating software solutions with network infrastructure.
- Actively streamline procedures, establishing a connection between network operations and software development.

Education

10/2021 – 03/2024
Naples, Italy

Master in Data Science

University of Naples Federico II

Weighted average on 110: 107/110

I achieved 30+ prize on TEST MINING, HARDWARE AND SOFTWARE ARCHITECTURES FOR BIG DATA and ASTROINFORMATICS.

<https://www.youtube.com/watch?v=tId35IMgPpE&t=32s> 🔗

09/2022 – 06/2023
Naples, Italy

Swift Developer Student

Apple and UNINA Federico II 🔗

In this amazing course, we worked on our soft skills and research skills, beside that we developed applications with CBL methodology. for our final project, our team developed an audio game for people with visual impairments, you can download it from app store here:

<https://apps.apple.com/it/app/scape-inout/id6449718680> 🔗

09/2011 – 09/2016
Karaj, Iran

Bachelor in Software Engineering

Karaj Azad University

Publications

2024

Content representation and analysis: the Magic Project and the Illuminated Dante Project integrated systems for multimedia information retrieval [↗](#)
Stefania Conte, Gennaro Ferrante, Lorenza Laccetti, Andrea Mazzucchi, Yahya Momtaz and Augusto Tortora

Languages

English	Italian
Fluent	A2
IELTS Certificate	

Skills

Programming Languages <ul style="list-style-type: none">• Python• JavaScript• R• Swift	AI & Deep Learning <ul style="list-style-type: none">• Deep Learning Models (CNNs & RNNs)• TensorFlow• PyTorch• Scikit-Learn• Large Language Models (LLM)
Web Development <ul style="list-style-type: none">• HTML• CSS• Tailwind CSS• React• TypeScript• Flask	Data Analysis & Visualization <ul style="list-style-type: none">• Machine Learning Algorithms• SQL• Tableau
Cloud & DevOp <ul style="list-style-type: none">• Amazon Web Service (AWS)• Google Cloud Platform (GCP)• Docker	