

Last updated: November 14, 2021

Areas of interest: deep learning - reinforcement learning - spiking neural networks and computational neuroscience - computational cognitive science

EDUCATION

Master of Science | Data Science and Engineering (Program taught in English)Sep. 2020 – July 2022Polytechnic University of Turin, Current GPA (64 of 110 ECTS): 25.3/30.0, 3.7/4.0Turin, Italy

Bachelor of Science | *Major: Mechanical Engineering, Minor: Computer Engineering* Sep. 2016 – July 2020 University of Tehran, Major GPA: 16.24/20.0, 3.3/4.0, Minor GPA: 16.26/20.0, 3.4/4.00 Tehran, Iran

• Thesis: Design and Physical Implementation of a Smart Camera Slider Using Deep Reinforcement Learning (code), Advisor: Dr. Masoud Shariat Panahi

UNDER REVIEW

- **Ghaemi H**, Mirzaei E, Nouri M, Kheradpisheh SR. BioLCNet: Reward-modulated Locally Connected Spiking Neural Networks., arXiv preprint (code)
- Nouri M, Moradi F, **Ghaemi H**, Nasrabadi AM. Towards Real-World BCI: CCSPNet, A Compact Subject-Independent Motor Imagery Framework., arXiv preprint (code)

EXPERIENCE

Undergraduate Research Assistant

November 2019 – August 2020

Artificial Intelligence in Mechanical Engineering Lab, University of Tehran

Tehran, Iran

• Member of the project team developing a mobile application that monitors human neck posture using front camera input and head pose estimation.

Summer Intern July 2019 – September 2019

Biorobotics Lab, School of Mechanical Engineering, University of Tehran

Tehran, Iran

· Programming educational robots, design of dynamic mechanisms using CAD

Undergraduate Teaching Assistant

September 20

Materials Science Course, School of Mechanical Engineering, University of Tehran, instructor: Dr. Ghader Faraji

Lecturing, solving extra problems, grading homework

SKILLS

Languages: English (fluent), Persian (native), Italian (basic), Arabic (basic)

Programming (ordered by decreasing proficiency): Python, MATLAB, C/C++, SQL, MongoDB, Julia, R, Java **Machine learning frameworks (ordered by decreasing proficiency):** PyTorch, Scikit-Learn, Keras, Tensorflow **Other soft and hard skills:** Linux, Git, Raspberry Pie, Arduino, Simulink, SolidWorks

CERTIFICATES

Coursera, University of Alberta & Alberta Machine Intelligence Institute	
Deep Learning Specialization (<u>link</u>) Coursera	May 2021
Graduate Record Examinations (GRE): Q: 170, V: 162, W: 4.00 (link) Educational Testing Service (ETS)	November 2019
IELTS Academic: R: 9.0, L: 8.0, W: 7.0, S: 7.0 International English Language Testing System	October 2021
SELECTED ACADEMIC PROJECTS	
Music Genre Classification using CRNN and Transfer Learning (code) <i>PyTorch</i> Machine Learning and Deep Learning Course, Polytechnic University of Turin	Spring 2021
Comparison of ML methods for Facial and Emotional Recognition on JAFFE dataset (code) Mathematics in Machine Learning Course, Polytechnic University of Turin	<i>Python</i> Spring 2021
Stock Portfolio Management Using Deep Q-Learning (code) <i>PyTorch</i> Interactive Learning Course (Audit), University of Tehran	Spring 2020
Applications of Krylov methods, PCA, and SVD in real-world problems (code) <i>Python</i> Computational Linear Algebra Course, Polytechnic University of Turin	Fall 2021
Waterfilling Power Allocation and LZSS Lossless Compression (code) MATLAB Information Theory Course, Polytechnic University of Turin	Fall 2021
Price estimation on a Persian Online Cellphone Shop Dataset Using NLP (<u>code</u>) <i>Python</i> Artificial Intelligence Course, University of Tehran	Spring 2020
Object-oriented Design and Implementation of a Basic E-commerce Website (\underline{code}) $C++$ Advanced Programming Course, University of Tehran	Fall 2019
Awards	
TOPolito Scholarship Awarded to Polytechnic University of Turin top international students	Oct. 2020 - Sep. 2022
Iran's National Elites Foundation Membership Awarded for excellent performance in the Iranian University Entrance Exam	Sep. 2016
Relevant Courses	

- Mathematics in Machine Learning (Graduate): 4/4
- Big Data (Graduate): 4/4
- Computational Linear Algebra (Graduate): 4/4
- Game Theory (Graduate): 4/4
- Information Theory (Graduate): 3/4
- Artificial Intelligence (Undergraduate): 4/4
- Advance Programming (Undergraduate): 4/4

- Numerical Computation (Undergraduate): 4/4
- Engineering Mathematics (Undergraduate): 4/4
- Interactive (Reinforcement) Learning (Graduate): Audit
- Introduction to Cognitive Science (Graduate): Audit
- Computational Neuroscience (Graduate): Audit

PERSONAL INTERESTS

Podcasts, classic novels, psychological thrillers and hard sci-fis, philosophy, chess, coffee, travelling, meditation