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**Areas of interest**: Reinforcement learning - multi-agent learning - brain-inspired learning - game theory - computational cognitive neuroscience

#### **EDUCATION**

# M.Sc. | Computer Engineering, AI and Robotics

Sep. 2020 – July 2023

University of Tehran,

Current GPA: 18.5/20.0, North American: 3.75/4.0

Tehran, Iran

 Thesis: Risk Sensitivity and Cumulative Prospect Theory in Multi-Agent Reinforcement Learning and Markov Games.

Advisors: Hamed Kebriaei, Ph.D., Majid Nili, , Ph.D

M.Sc. | Data Science and Engineering (Program taught in English)

Sep. 2020 - July 2022

Politecnico di Torino,

GPA: 26.3/30.0 (103/110), North American: 3.7/4.0

Turin, Italy

• Thesis: Decentralized Value-Based Reinforcement Learning in Stochastic Potential Games (<u>link</u>) Advisors: Fabio Fagnani, Ph.D., Giacomo Como, , Ph.D

B.Sc. | Major: Mechanical Engineering, Minor: Computer Engineering

Sep. 2016 – Sep. 2020

University of Tehran,

Overall GPA: 16.24/20.0 (3.35/4.0), Major: 16.24 (3.3), Minor: 16.26 (3.4)

Tehran, Iran

• Thesis: Design and Implementation of a Smart Camera Slider Controller Using Deep Reinforcement Learning (code)

Advisor: Masoud Shariat Panahi, Ph.D.

## IN PRESS

- Mahbod Nouri, Faraz Moradi, Hafez Ghaemi, and Ali Motie Nasrabadi. "Towards Real-World BCI: CCSPNet, A Compact Subject-Independent Motor Imagery Framework." Digital Signal Processing (2022). arXiv (code)
- Hafez Ghaemi, Erfan Mirzaei, and Mahbod Nouri, "BioLCNet: Reward-modulated Locally Connected Spiking Neural Networks." International Conference on Machine Learning, Optimization, and Data Science. Springer, Cham, 2022. arXiv (code)

#### CONFERENCES

- The 8th International Conference on Machine Learning, Optimization, and Data Science, September 2022, Siena, Italy (<u>link</u>).
- The 2nd Advanced Course and Symposium on Artificial Intelligence and Neuroscience, September 2022, Siena, Italy (link).

#### EXPERIENCE

**Research Assistant** October 2022 - Present

Cognitive Systems Lab, and Smart Networks Lab, School of ECE, University of Tehran

Tehran, Iran

· Principal investigators: Hamed Kebriaei, Ph.D, Majid Nili, Ph.D

# **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.
- Principal investigator: Masoud Shariat Panahi, Ph.D

**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 2019 – January 2020

Materials Science Course, School of Mechanical Engineering, University of Tehran

Tehran, Iran

- Lecturing, solving extra problems, grading homework
- Instructor: Ghader Faraji, Ph.D

#### SKILLS

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

## Reinforcement Learning Specialization (link)

October 2021

Coursera, University of Alberta & Alberta Machine Intelligence Institute

# Deep Learning Specialization (link)

May 2021

Coursera

#### Graduate Record Examinations (GRE): Q: 170, V: 162, W: 4.00 (link)

November 2019

**Educational Testing Service (ETS)** 

#### IELTS Academic: R: 9.0, L: 8.0, W: 7.0, S: 7.0 (link)

October 2021

International English Language Testing System

## SELECTED ACADEMIC PROJECTS

## Auditory Attention Task EEG Signal Classifier (code) | Python

Spring 2022

Fifth BCI Competition of Iranian National Brain Mapping Laboratory (NBML)

Fine-tuning BERT for Multi-lingual Hate Speech Detection and Text Classification (code) | Python

# Deep Natural Language Processing Course, Politecnico di Torino

Fall 2021

# A Hybrid Rule-based/Q-learning Hanabi Agent (code) | Python

Fall 2021

Computational Intelligence Course, Politecnico di Torino

# Problems on Flow Optimization, Markov Chains, and Epidemic Models (code) | Python

Fall 2021

Network Dynamics and Learning Course, Politecnico di Torino

# Music Genre Classification using CRNN and Transfer Learning (code) | PyTorch

Spring 2021

Machine Learning and Deep Learning Course, Politecnico di Torino

# Comparison of ML methods for Facial and Emotional Recognition on JAFFE dataset (code) | Python Spring 2021 Mathematics in Machine Learning Course, Politecnico di Torino

# Stock Portfolio Management Using Deep Q-Learning (code) | PyTorch

Spring 2020

Interactive Learning Course (Audit), University of Tehran

| world problems ( <u>code</u> )   <i>Python</i>  | Fall 2021   |
|---|---|
| ression ( <u>code</u> )   <i>MATLAB</i>   | Fall 2021   |
| E-commerce Website ( <u>code</u> )   <i>C</i> ++  | Fall 2019   |
|   |   |
| niversity Students in Computer Engineering F  | Feb. 2021   |
| Oct. 2020 - S<br>ents   | ep. 2022  |
| S<br>Sity Entrance Exam   | Sep. 2016   |
|   |   |
| <ul> <li>Game Theory (Graduate): 4/4</li> <li>Information Theory (Graduate): 3/4</li> <li>Artificial Intelligence (Undergraduate): 4/4</li> <li>Advance Programming (Undergraduate): 4/4</li> </ul> |   |
|   | ression (code)   MATLAB  E-commerce Website (code)   C++  Iniversity Students in Computer Engineering  Oct. 2020 - Sents  Sity Entrance Exam  • Game Theory (Graduate): 4/4  • Information Theory (Graduate): 3/4  • Artificial Intelligence (Undergraduate): 4/4 |

Optimization of Mechanical Systems

• Numerical Computation (Undergraduate): 4/4

• Engineering Mathematics (Undergraduate): 4/4

• Computational Neuroscience (Graduate): Audit

(Undergraduate): 4/4

# • Computational Linear Algebra (Graduate): 4/4

PERSONAL INTERESTS

• Big Data (Graduate): 4/4

• Reinforcement Learning (Graduate): 4/4

• Introduction to Cognitive Science (Graduate): 4/4

• Deep Natural Language Processing (Graduate): 4/4

Podcasts, classic novels, psychological thrillers and hard sci-fis, philosophy, chess, traveling