Contact

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Aref MYTB

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Aref Tabatabaei

Education

Sep. 2019 - Jan. 2024
B.S. IN COMPUTER ENGINEERING
Amirkabir University of Technology
GPA: 3.1/4

Skills

Programming Languages	Python, C++
Frameworks & Libraries	PyTorch, TensorFlow, NumPy, OpenCV
Databases	MySQL, Redis, PostgreSQL
DevOps	CI/CD, Docker, K8s
Miscellaneous	Linux, Git
Soft Skills	Research and Learning, Communication, Multitasking, Teamwork

Language

Persian	Native Proficiency
English	Professional Proficiency

Aref Tabatabaei

AI Developer

As an experienced professional in computer vision and machine learning, I have dedicated nearly two years to advancing projects in these fields. My technical background includes proficiency in Python and C++, with expertise in frameworks such as PyTorch and TensorFlow. Additionally, I have experience with Docker, Git, and Linux, and have contributed to projects involving OpenCV and NumPy. I am eager to bring my comprehensive skill set and passion for innovation to contribute effectively to your team and drive project success.

Work Experience

Sep 2022 - Jun 2024
Statistical Machine Learning LAB
Undergraduate Research Assistant

- Role: Lead Author
- Engaged in diverse projects related to Human Image Synthesis, employing various models, including Diffusion and Generative Adversarial Networks (GANs).

May 2022 - Sep 2022
ParsJahd
Software Developer

- Computer Vision: Extensive exploration of various Human Pose Estimation techniques, such as MediaPipe, resulted in their successful application to map human movements captured from a camera onto Avatars, facilitating a seamless integration of real-life actions into the virtual world.
- Game Engine: Within the Godot Engine, Avatars were skillfully manipulated using a combination of cameras and AR glasses, providing an immersive and interactive experience.
- Windows App programming: PyQt4 was utilized to capture images and display the results of the Avatar creation project.
- DevOps: Docker was leveraged to develop an end-to-end project aimed at creating Avatars, which were seamlessly integrated into the Godot engine.

Summer 2021
Yaftar
Internship

- Linux
- SQL
- Documentation

Publications

NO MORE BLAH-BLAH: EMBRACING REAL TEXT IN THE IMAGE SYNTHESIS WORLD

ICLR 2024 TinyPapers

- Role: Lead Author
- Description: Introducing a novel method to better integrate text into images, improving the appearance of text on objects.

Artifact Removal in Pose Transfer & Virtual Try-On (Submitted to ACCV 2024)

- Role: Lead Author
- Description: Leading a research project aimed at removing artifacts in pose transfer & virtual try-on tasks. Our approach involves utilizing Stable Diffusion to Inpaint distorted image areas, controlled through custom conditions and the ControlNet model.