Ashkan Ganj



RESEARCH INTERESTS

My research interests lie in the field of Computer Vision, particularly in how it can be applied to Augmented Reality systems. I am fascinated by the potential of Augmented Reality to enhance the way we interact with the world around us, and I believe that Computer Vision can play a vital role in making AR systems more effective. In addition to my interest in Computer Vision, I am also passionate about Optimization and System Design. I believe that these fields are critical for improving the performance of Augmented Reality systems and making them more accessible to a wider audience.

EDUCATION

Worcester Polytechnic Institute

Ph.D in Computer Science

Advisor: Tian Guo

- Cumulative GPA: 4/4

University of Mohaghegh Ardabili

Bachelor Of Engineering in Computer Engineering

- Cumulative **GPA: 3.8/4** (18.25/20)

- Ranked 2 th cumulative GPA within the top 5% of graduating class

PUBLICATIONS

1. Mobile Depth Estimation: Challenges and Prospects

The 25th International Workshop on Mobile Computing Systems and Applications(HotMobile24)

A. Ganj, Y. Zhao, H. Su, T. Guo

Get-A-Sense: Designing Spatial Context-Awareness for Mobile AR Environment Understanding in submission

III SUDIIIISSIOII

Y. Zhao, **A. Ganj**, T. Guo

3. Toward Scalable and Controllable AR Experimentation

1st ACM Workshop on Mobile Immersive Computing, Networking, and Systems(ImmerCom'23)

A. Ganj, Y. Zhao, F. Galbiati, T. Guo

4. LR-Net: A Block-based Convolutional Neural Network for Low-Resolution Image Classification

Iranian Journal of Science and Technology, Transactions of Electrical Engineering

A. Ganj, M. Darvish, M. EbadPour, H. Bahador

HONORS & AWARDS

• "Toward Scalable and Controllable AR Experimentation", received best paper runner-up award at ImmerCom'23

• Awarded Travel Grant, ACM SIGCOMM 2023 conference.

Awarded distinguished student in the department of electrical and computer engineering

2019-2022

2023

2023

Worcester, MA, USA 2023–current

Ardabil, Ardabil, Iran 2018–2022

Jan 2024

Oct 2023

June 2023

SKILLS

• Programming Languages:

Python, C++, TypeScript, JavaScript

· Machine learning and Deep learning:

PyTorch, Tensorflow, Scikit-learn, Matplotlib, Pandas, Numpy, Jupyter-Notebook

• Databases: PostgreSQL, MySQL

• Operating System: Microsoft Windows, Debian GNU/Linux

• Front-end: Vue Js, Angular, Html, CSS

• Back-end: Django, Flask

LANGUAGES

• Persian: Native

• Turkish-Azari: Native

• English: Fluent

TEACHING EXPERIENCE

Worcester Polytechnic Institute (WPI), Computer Science Department

Teaching Assistant, CS 2303 (Systems Programming Concepts)
 Teaching Assistant, CS 2119 (Application Building with Object-Oriented Concepts)
 D-term, Spring 2023

- Teaching Assistant, CS 1101 (Introduction to Program Design)

A-term, Fall 2023

Teaching Assistant, CS 4233 (Object-Oriented Analysis and Design)
 B-term, Fall 2023

UMA University, Electrical and Computer Engineering Department

Lab Assistant, Digital System Lab
 Fall 2022

Teaching Assistant, Software Engineering
 Fall 2021

- Teaching Assistant, Discrete Mathematics Spring 2021 and 2022

TECHNICAL EXPERIENCE

Access Endless Communication(AEC)

Front-end Developer-Internship

[website] - Tehran August 2020 - March 2021