MARYAM BABAEE

Wittelsbacherstr. 18-82110 Germering

(0176)–86261666 ⋄ mar.babaee@gmail.com

EDUCATION

M.Sc. in Artificial Intelligence, University of Isfahan, Iran   Oct. 2012 – Jul. 2014

Thesis title: "3-D Reconstruction of Vessels from Two Uncalibrated Mammography Images"

B.Sc. in Computer Engineering, University of Tehran, Iran   Oct. 2006 – Jul. 2011

Thesis title: "Designing DBRG (Database Research Group) Website in Content Management System (WordPress)"

AWARDS AND HONORS

- Ranked as 1099th in National Universities Entrance Exam among about 400,000 Students.

PRACTICAL EXPERIENCES

- **Evolutionary Algorithms**   09.2012-11.2012 (20 h/w)
  Univ. of Isfahan

  – Combining fuzzy logic and genetic algorithms for classifying IRIS data

- **Pattern Recognition**   05.2012-07.2012 (25 h/w)
  Univ. of Isfahan

  – Recognition of Farsi Bank Bills. In this project, which was completed in Matlab, PCA and LDA techniques were used to reduce the dimensionality of feature space. At the end, K-nearest neighbor as a classifier was used to recognize different amount of bills.

- **Digital Signal Processing**   06.2012-07.2012 (12 h/w)
  Univ. of Isfahan

  – Voice imitation and equalization by changing the frequency components using the Voice Processing toolbox in Matlab

- **General Workshop**   09.2011-10.2011 (20 h/w)
  Univ. of Tehran

  – Programming an AVR micro controller for a line follower robot using. In this project, the program of the robot was implemented in C in order to control the robot to follow a predefined line.

- **Internet Engineering**   04.2009-05.2009 (20 h/w)
  Univ. of Tehran

  – Design and implementation of a web application for pizza delivery system using Hibernate framework, Apache Tomcat server, Java, HTML, and Javascript

- **Computer Network**   10.2008-11.2008 (30 h/w)
  Univ. of Tehran

  – Implementation of a chat server with the ability of sending and receiving files in Linux operating system using C

- **Operating System**   10.2008-12.2008 (15 h/w)
  Univ. of Tehran

- Implementation of a synchronizer application over network in Linux operating system using multi threading methods using C language

- **Assembly and Machine Language**   10.2007-12.2007 (20 h/w)
  Univ. of Tehran

  - Implementation of a two player game application in assembly language.

- **C++ Programming**   04.2007-05.2007 (20 h/w)
  Univ. of Tehran

  - Object Oriented Programming in C++. In this project, a game application was reimplemented by replacing the architecture of the application with several classes.

RESEARCH EXPERIENCE

Research assistance at MMK (Mensch-Maschine-Kommunikation), TU Munich, Germany

- Multiple target tracking in a multi-view crowded environments
- Non-negative matrix factorization for dimensionality reduction

Artifical Intelligence Group- University of Isfahan

- 3-D Reconstruction of Vessels from Two 2-D Uncalibrated Mammography Images
- Recognition of Farsi bank bills using PCA and LDA
- Combining fuzzy logic and genetic algorithms for classifying IRIS data

TECHNICAL SKILLS

Computer Languages	C/C++, Java, Visual Basic, Lisp, Assembly (80x86)
Programming Packages	MATLAB, OpenCV, OpenGL,
Tools	Latex, Visual Studio, Quartus and Modelsim, 3D Max, MeshLab
Web Development	HTML, Javascript, CSS

SPOKEN LANGUAGES

English	Fluent in written and spoken
Persian	Native
German	Basic

INTERESTS

Traveling, Reading, Chess, Movies, Computer Programming