

# Saeed Bazargan

Linkedin

Updated November 2, 2025

## Profile

Embedded systems and robotics engineer with extensive experience in real-time AI applications on microcontrollers, sensor integration, and mobile robot control. Proven research experience with publications in international RoboCup competitions. Seeking a PhD position in robotics and embedded AI to advance research in efficient AI-based control and perception systems.

## Experiences

### Freelancer, Qazvin, Iran

(May 2025 – Present)

- Developed real-time object recognition on ESP32-CAM using TensorFlow Lite Micro and MobileNetV2.
- Optimized neural network performance for AI-based sine wave generation on embedded hardware.
- Reduced CPU load by 30% in multi-camera video capture using C#.NET and OpenCV with multi-threading.
- Designed an Ethernet-to-RS485 converter, reducing industrial system integration time by 90%.

### Embedded Systems Engineer, TOSAN TECHNO, Qazvin, Iran

(November 2023 – May 2025)

- Integrated Quectel EC200 4G/2G modules for IoT applications, improving data transfer speed and reliability.
- Implemented a secure Cortex-M bootloader with RSA-2048 encryption, reducing boot time and enhancing system security.
- Increased data acquisition reliability by 40% through a FreeRTOS-based data logger using UART and SD card.

### Electronic Researcher, Mechatronic Research Laboratory (MRL), Qazvin, Iran

(August 2016 – April 2024)

- Enhanced mobile-robot control efficiency by 45% using ESP32 and Micro-ROS integration.
- Designed a USB2Dynamixel board supporting TTL/RS-485 communication, reducing actuator integration time.
- Improved UART communication throughput by 25% with optimized FIFO-based buffering.
- Refined IMU performance (BNO055, MPU9250) over SPI with FreeRTOS for higher sensor accuracy.
- Led the electronics team, delivering three robotic systems on schedule and within budget.

### Electronic Student, Zanzan Sama Robotic Group (ZSR), Zanzan, Iran

(December 2009 – July 2015)

- Developed an Atmega128-based mainboard for DC motor control, improving Mars rover maneuverability.
- Increased object recognition accuracy by 15% using C#.NET-based vision algorithms for the Festo Robot.
- Achieved 90% autonomy in rescue robots through obstacle avoidance and line-following navigation.

## Publication

### MRL Team Extended Abstract for Humanoid Kid Size League of RoboCup 2023, Bordeaux, France

(July 2023)

- Hamed Mahmudi, **Saeed Bazargan**, Arash Rahmani, Abolfazl Ashayeri, Fatemeh Rashnozadeh, Alireza Golchin, Ramtin Kosari, Sina Khoshzaban Khosroshahi, Mehdi Zeinali, and Maryam Shaban

### MRL Champion Team Paper in Humanoid TeenSize League of RoboCup 2019, Sydney, Australia

(July 2019)

- Meisam Teimouri, Hamed Mahmudi, Amir Gholami, Mohammad Hossein Delavaran, Soheil Khatibi, **Saeid Bazargan**, Milad Moradi, Bitia Alaei, Arash Rahmani, Kazem Firouzmandi Bandpey, Peyman Fallahzadeh

## Skills

- **Embedded AI and Robotics Frameworks**
- TensorFlow Lite, Micro-ROS, FreeRTOS, OpenCV, Robot Operating Systems (ROS2), RViz, Linux
- **Programming Languages**
- C/C++, C#.NET, Python
- **Hardware and Protocols**
- STM32 & AVR MCUs, ESP32, SPI, I2C, UART, RS485, RS232, GSM, Ethernet, GPS
- **Software and Design Tools**
- Altium Designer, STM32CubeIDE, FreeCAD, CodeVision (AVR), Doxygen, Git
- **Languages**
- Persian (Native), English (Proficient)
- **Soft Skills**
- Task Prioritization, Team Collaboration, Time Management, Problem Solving, Self-Learning

## Education

- **MSc. Electrical Engineering**, Qazvin I. Azad University (QIAU), Iran (2021-2025)
- **BSc. Electrical Engineering**, Qazvin I. Azad University (QIAU), Iran (2016-2021)

## Honors

- **RoboCup** — (2017-2021)
- 2nd Place, Humanoid League, Bordeaux, France
- 1st Place, Humanoid League, Sydney, Australia
- 2nd Place, Humanoid League, Montreal, Canada
- 1st Place, Humanoid League, Bangkok, Thailand
- **IranOpen** — (2017-2023)
- First Place, Humanoid League, Tehran, Iran, 2023
- First Place, Humanoid League, Kish, Iran, 2018
- Second Place, Humanoid League, Tehran, Iran, 2017

