Shamim Karimi

Curriculum Vitae

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- 2018-present M.Sc. in Multimodal Interaction, Technical University of Berlin, EIT Digital Master School, Berlin, Germany.
 - 2017–2018 M.Sc. in Human-Computer Interaction and Design, Paris Sud University, EIT Digital Master School, Paris, France, *GPA 16/20*.
 - 2012–2017 **B.Sc. in Computer Engineering, Software Major**, Sharif University of Technology, Tehran, Iran, *GPA 16.40/20*.
 - 2009–2012 **High School Diploma in Physics and Mathematics Discipline**, FARZANEGAN AMIN HIGH SCHOOL, Esfahan, Iran, *GPA* 19.76/20.

Test Scores

Nov. 2016 TOEFL iBT (Internet Based): 104/120.

Reading: 27/30, Listening: 28/30, Speaking: 24/30, Writing: 25/30.

Experience

Research

- Sep. 2016 Research Assistant, Ambient Intelligence Laboratory, Tehran, Iran.
- May. 2017 Supervisor: Dr. A. A. Nazari Shirehjini.

Working on Pervasive Games design and development, User Activity Tracking methods and User Interaction with Smart Objects..

Employment

- May. 2018 User Experience Researcher, CAFEBAZAAR Co, Tehran, Iran.
 - Sep. 2018 User Research Participant Recruitment Flow Design.
- Feb. 2016 Android Application Developer, RAHNEMA Co, Tehran, Iran.
 - Mar. 2016 Pakat Application, Entertainment Application.
- Mar. 2015 Java Back-end and Android Application Developer, RAHNEMA Co, Tehran,
- Nov. 2015 Iran.
 - Jomlak Application, Entertainment Application with over 1 million active users.
- Jun. 2014 Android Application Designer and Developer, BEEP CAMP, Tehran, Iran.
- Mar. 2015 Alefbazi Application, Interactive Persian Alphabet Teaching Application.

Teaching

Fall 2013 **Teacher Assistant**, Sharif University of Technology, Tehran, Iran. Fundamental Programming Course: Dr. Omid Jafarinezhad.

Technical University of Berlin − Berlin, Germany

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Honors and Awards

2012 **Top %0.1**, in the Nationwide University Entrance Exam for Bachelor of Science. **Ranked 151** among more than 280,000 participants.

Notable Projects

Alchemy Game: Augmented Reality with Tangible Interaction game using Unity Vuforia framework - Mixed Reality course project.

Marionette: A puppet controlled by an Android application using Arduino board, step motors and bluetooth module - Digital Fabrication course project.

OAuth 2.0 Security System: A system for User Authorization and Authentication with an Android client and a Java Spring server.

Sandoogh Application: Managing family loans Android application using Firebase Database - Advanced Topics in Computer course project.

Kaardaan System: Django project for matching employers and employees - Systems Analysis and Design course project.

Information Retrieval System for ResearchGate Website: Project for Modern Information Retrieval course; using Java, Elasticsearch libraries and Django.

Real-time Strategic Tower Defence Game: Project for Advanced Programming course, implemented in Java.

Face Detection: Fundamental Programming course project, implemented in C.

Volunteer Work

Feb. 2015 Executive Staff, JAVA CHALLENGE, Tehran, Iran.

Dec. 2014 Executive Staff, 16TH ASIA REGIONAL ACM-ICPC CONTEST, Tehran, Iran.

Feb. 2014 Executive Staff, JAVA CHALLENGE, Tehran, Iran.

A nationwide AI programming contest held by Computer Engineering department of Sharif University.

Skills

Design techniques: User Study, User Interpret, Use Scenario, Brainstorming, Design Concept and Design Alternatives, Design Diagram and Storyboard, Design Walkthrough, Experiment Design

Programming Languages: Java, Android/AndroidWear, C/C++, Python

Web Technologies: HTML, CSS, Django framework Database Technologies: Oracle DB, PostgreSQL

Design: Adobe Photoshop, Blender

Tools: Git, LATEX

Other: Unity, R, Andengine, Spring MVC framework, Vuforia framework, Hibernate

framework, Elasticsearch

Languages

Persian Mothertongue

English **Fluent**French **Basic**

Other Interests

- Graphic Design, Digital Painting and Animation Making