Shamim Karimi

Curriculum Vitae

Research Interests

- Human Computer Interaction
- Software Design
- Internet of Things

Education

2017–present	**M.Sc. in Human-Computer Interaction and Design**, Paris Sud University, EIT Digital Master School, Paris, France.
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 - May. 2017	**Research Assistant**, Ambient Intelligence Laboratory, Tehran, Iran. Supervisor: Dr. A. A. Nazari Shirehjini. Working on Pervasive Games design and development, User Activity Tracking methods and User Interaction with Smart Objects..

Employment

Feb. 2016 - Mar. 2016	**Android Application Developer**, Rahnema Co, Tehran, Iran. Pakat Application, Entertainment Application.
Mar. 2015 - Nov. 2015	**Java Back-end and Android Application Developer**, Rahnema Co, Tehran, Iran. Jomlak Application, Entertainment Application with over 1 million active users.
Jun. 2014 - Mar. 2015	**Android Application Designer and Developer**, BEEP Camp, Tehran, Iran. Alefbazi Application, Interactive Persian Alphabet Teaching Application.

Teaching

Fall 2013 **Teacher Assistant**, SHARIF UNIVERSITY OF TECHNOLOGY, Tehran, Iran.
Fundamental Programming Course: Dr. Omid Jafarinezhad.

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 controled 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