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Yazdan Ghanavati

Email

Portfolio

LinkedIn

Education

M.Sc. in ICT for Internet and Multimedia

University of Padua

Sept 2024 - Present

B.Sc. in Biomedical Engineering

University of Isfahan

Sept 2018 – Jan 2023

Work Experiences

Teaching Assistant

Microprocessor's Course

Fall 2021, 2022

- Supported 129 Biomedical Engineering students across two semesters, dedicating 80+ hours to teaching and mentorship.
- Conducted problem-solving sessions, designed practical homework, and guided students in developing **AVR-based** robotics.
- Contributed to fostering technical proficiency, with 6 graduates pursuing studies or careers in robotics and embedded systems.

Internship Supervisor

Entertainment innovation center of Isfahan university

Jun 2022 – Sept 2022

- Supervised a team of 9 interns in designing and implementing serious games, ensuring the use of innovative vision techniques.
- Executed workshops on **OpenCV**, **Mediapipe**, and **Unity** game engine, focusing on kinematic analysis and real-time integration.
- Inspired 5 interns to align their capstone projects with **telemedicine** applications, expanding the scope of their academic work.

Computer Vision Intern

Entertainment innovation center of Isfahan university

Jun 2021 – Mar 2022

- Developed an application, "**Human Pose Tracking Package**," enabling control of exergames through kinematic movements.
- Introduced a novel approach for individuals with mobility challenges, promoting accessible and engaging exercise options.
- Presented the project's findings in my first conference paper at **CGCO 2022**, highlighting its innovative contributions to the field.

Extra Curriculars

Research Assistant

University of Isfahan, BME Department

Jun 2021 – Sept 2023

- Directed research on human pose tracking in **exergames** and rehabilitation, advancing computer vision applications in **healthcare**.
- Supported patent preparation, academic paper publication, and software development, delivering impactful contributions.
- Delivered talks, presentations, and workshops, fostering collaboration and knowledge-sharing within the field.

Lead Researcher/Presenter

Online Panel of Exergames

Dec 2021

- Led research on computer vision applications in rehabilitation, focusing on tracking body landmarks using **Python** and **Mediapipe**.
- Collaborated with officials and scientific teams to organize and contribute to the event, ensuring a robust academic discussion.
- Presented findings at the panel for 52 academic peer, highlighting the role of exergames in advancing rehabilitation technologies.

Personal Projects

Behneshan(2023). An AI-powered platformer educational game based on **LSTM** neural networks and **action recognition** techniques to teach **Persian Sign Language**, achieving 96% accuracy in recognizing 29 letters and practical words.

ThermoDetect(2022). A breast cancer detection system built using advanced **image-processing** techniques and **machine learning** algorithms in **MATLAB**, incorporating thermogram analysis to provide accurate and efficient diagnosis of potential abnormalities.

DyslexiaAid(2020). A **C#-based** application designed to assist children in improving their reading and learning abilities through engaging, interactive exercises tailored to enhance cognitive skills and reading comprehension.

Skills/Test Scores

- Programming Languages** Python, C#, C++, MATLAB, SQL, R
- Soft Skills** Mentorship, Teamwork, Strategic Planning, Project Management, Problem Solving
- Software** Git, EndNote, SPSS, Tableau, Altium Designer, Proteus, Simulink, Figma
- Test Scores** GRE(Overall Score: 311, Quant:168, Verbal:143), IELTS(Overall Score: 7)

Awards

Meritorious Paper Award

6th International Serious Games Symposium

Jan 2024

Won the prestigious award for advancing educational technology through innovative research paper in computer vision and AI.

Biomedical Engineering Graduation

University of Isfahan, BME Department

Jan 2023

Ranked within the top 10% among BME students in the same entrance (N=70)