Ali Jahani Amiri

Contact

Jahaniam@ualberta.ca

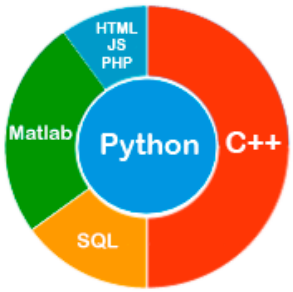
linkedin.com/in/jahaniam

webdocs.cs.ualberta.ca/~jahaniam

Youtube Channel

Phone:
(+1)780.707.6363

Programming



Technologies

Tensorflow, Caffe, ROS, Unreal Engine4, OpenCV, OpenGL, Wireshark, Linux, Windows

Voluntary

IROS 2017 Conference

AI·GI·CRV 2017 Conference

Leader of our convocation video clips team

Hobbies

Dancing, Chess, Playing Video Games

Education

2016- now **M.Sc. in Computer Science** — University of Alberta, Canada
GPA: 3.9/4 Expected Gradutation Date: Jan, 2018
Thesis: "Deep Learning in Simultaneous Localization and Mapping"
Improving accuracy of the state-of-art SLAM using semi-supervised single image depth estimation neural networks"
Supervisor: Prof. Hong Zhang

2011 - 2016 **B.Sc. in Electrical Engineering** — University of Tehran, Iran
GPA: 15.59/20
Thesis: "Real-time Video Stabilization and Mosaicing".
Implementing a framework in C++ using OpenCV to stabilize the video stream by mosaicing
Supervisor: Dr. Hadi Moradi

Publications

2018 **SY Loo, A Jahani, S Mashohor, SH Tang and H Zhang**
CNN-SVO: Improving the Mapping in Semi-Direct Visual Odometry Using Single-Image Depth Prediction
submitted to ICRA 2019

2016 **A Jahani, H Moradi**
Real-time video stabilization and mosaicking for monitoring and surveillance 2016 4th International Conference on *Robotics and Mechatronics (ICROM), 613-618*

Certificates

11/18 **Structuring Machine Learning Projects** — deeplearning.ai on Coursera

01/18 **Convolutional Neural Networks** — deeplearning.ai on Coursera

12/17 **Improving Deep Neural Networks: Hyperparameter tuning, Regularization and Optimization** — deeplearning.ai on Coursera

12/17 **Neural Networks and Deep Learning** — deeplearning.ai on Coursera

Work Experience

11/17 - 09/18 **3D Game Developer Intern** — vrCAVE Inc., Canada
Implemented an rule-based AI and automated hint system using Unreal Engine 4 in the Multiplayer Virtual Reality escape room game. We used agile methodology and GIT

09/16 - Now **Teaching Assistant** — University of Alberta, Canada
Introduction to Computing Science

05/17 - 08/17 **Research Assistant** — CIMS LAB
Integrating deep learning methods with current state of art of Simultaneous Localization and Mapping(SLAM)

Notable Projects

Winter 2017 **2D Grid Mapping and Navigation using Monocular Camera** Robotics
Improving state of art ORBSLAM 2 framework for navigation tasks in C++ in real-time

Winter 2017 **Direct Sparse Odometry vs ORB-SLAM** Computer Vision
Comparing direct and indirect methods in Simultaneous Localization and mapping algorithms

Fall 2016 **Image Segmentation of Choroideremia Disease** Machine Learning
Implementing machine learning algorithms such as SVM, Random Forest, Deep Neural Networks for pixelwise classification of retina images

Fall 2016 **3D Animation and Model Viewer** Computer Graphics
Implementing an animation loader using C++ and OpenGL

Fall 2015 **2D Prison Break Game** Advanced Programming
Implementing a 2D game using SDL in C++