Ali Jahani Amiri

Contact

Jahaniam@ualberta.ca

linkedin.com/in/jahaniam

webdocs.cs.ualberta.ca/
~jahaniam

Phone:
(+1)780.707.6363

Programming

Expert: C/C++, Matlab

Intermediate: Python, SQL, C#, HTML

Basic: JavaScript, Lua

Technologies

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

Certificates

NetworkAttacks(ACM 2015)

Basic PLC Programming(IEEE 2015)

Voluntary

IROS 2017 Conference

AI·GI·CRV 2017 Conference

Director and Editor of our convocation video clips

Hobbies
Swimming, Chess, Playing Video Games

Education

2016- now	**M.Sc. in Computer Science**	Univercity of Alberta, Canada

GPA: 3.9/4
Main subjects: "Deep Learning in Simultaneous Localization and Mapping"
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

Experience

09/16 - Now	**Teaching Assistant**	University of Alberta, Canada

Introduction to Computing Science

05/17 - 08/17	**Research Assistant**	CIMS LAB

Integrating deep learning method with current state of art of Simultaneous Localization and Mapping(SLAM)

Publications

2016	**AJ Amiri, H Moradi**	

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

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 different machine learning algorithms such as SVM, Random Forest, Deep Neural methods, etc. in 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++