# Alireza Barekatain

Isfahan, Iran

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(Please check my projects at abarekatain.github.io)

### **EDUCATION**

### 09/2018 - 06/2020 (Expected)

Master of Science, Isfahan University of Technology, Iran

Mechanical Engineering, Cloud-Based Robotics

• GPA (So far): 18.48/20 (4/4)

## 09/2014 - 09/2018

**Bachelor of Science**, Isfahan University of Technology, Iran

Mechanical Engineering, **Thesis Title**: Design and Development of a Passive Wrist and Forearm Rehabilitative Exoskeleton

- GPA: 18.96/20 (4/4)
- Ranked 2<sup>nd</sup> among 135 B.Sc. students in the Department of Mechanical Engineering

### **RESEARCH EXPERIENCE**

## 07/2019 - Current

**Graduate Research Assistant**, Dept. of Mechanical Engineering, Isfahan University of Technology MSc Thesis, Cooperative Mapping Using Multi-Robot Systems in the Context of Cloud Robotics

- Implement the mapping process using ROS and simulate using Gazebo
- Utilize Hadoop and MapReduce in Linux as a cloud platform

### 12/2017 - 09/2018

<u>Undergraduate Research Assistant</u>, Dept. of Mechanical Engineering, Isfahan University of Technology BSc Thesis, Design and Development of a Passive Wrist and Forearm Rehabilitative Exoskeleton

- Led a team of four people, Responsible for Device Design using CAD software packages
- Gained practical experience in **Design Principles and Manufacturing operations** (Milling & Lathe)

### 02/2018 - 04/2018

<u>Rehabilitation Robotics</u>, Advanced Robotics & Mechatronics Lab., Isfahan University of Technology Development of an interactive interface for Rehabilitation Robotics

- Responsible for development of an interactive interface between KUKA Robot and patient
- Developed by Unity3D, C#, C++, Gained familiarity with iiwa KUKA robot

## **WORK EXPERIENCE**

## 07/2016 - 04/2017

## Independent(Indie) Game Development

Development of a 2D cognitive game targeted for android platform

- Unity3D/C# Developer, Game Designer, Collaborated in a team of three people
- **Nominated** for 'Game Design' and 'Innovation' among 133 games at 3rd Festival of Independent Game Developers (IGDF), Tehran, Iran

### 07/2016 - 04/2017

<u>Graphical User Interface Programming</u>, Rayan Tahlil Co., Isfahan Science and Technology Town, Iran Development of a GUI for visualizing thermal parameters of hot rolling process at Mobarakeh Steel Company

• GUI Designer, C# Programmer

## 06/2015 - 03/2016

Game Programming, Talee Itd., London, UK

Development a Talking Robot Simulation Game

• C# Programmer

# 07/2015 - 11/2015

<u>Virtual Lab Simulation</u>, 1st National Fluid Mechanics Competition, Isfahan University of Technology, Iran. Development of an application visualizing a real laboratory experiment

- C# Programmer, Led a team of four people
- Awarded 1st Place among 15 teams

### **SKILLS**

## Technical Skills & Knowledge

- Proficiency in Software Programming, Game Development and 3D Simulation, GUI Design and Development
- Knowledge of Data Structures and Algorithms, Computer Networking, Kinematics and Dynamics, Linear Algebra, Electrical and Mechanical principles of Sensors and Actuators
- Experience with Object-Oriented Programming, CFD, CNC Milling and Manual Lathe Machine
- Familiar with Electronic Circuit Design, Finite Element Analysis, Machine Learning, Computer Vision
- Familiar with Electrical and Mechanical design principles and CAD/CAM/CAE tools

### **Software Skills**

- Proficiency in **C#**, Unity3D Game Engine, Abaqus
- Experience with C++, Visual Studio, CodeVisionAVR, Photoshop, AutoCAD, Inventor, tecPlot,
- Familiar with Python, Ubuntu Linux, ROS, Gazebo, Git, Matlab, Java, Fortran, V-Rep, Altium Designer

### Language proficiency

- Persian: Native Language
- English: Fluent (IELTS Band Score: **7.5**)

### **SELECTED COURSES & PROJECTS**

## **University Courses**

- Fundamentals of Mechatronic Systems
- Mechanics in Robotic Systems
- Computer Programming (C++)
- Advanced Engineering Mathematics
- Numerical Methods

### **Extra Courses**

- Computer Vision (ongoing)
- Fundamentals of Computer Science (Online)
- Algorithms and Data Structures (Online)
- Introduction to ROS (Online)
- CCNA Routing & Switching

- Automatic Control
- Applied Electrics and Electronics
- Manufacturing Automation
- Mechanical Vibrations
- Differential Equations
- Machine Learning (Online- ongoing)
- Computation Structures (Online)
- Python Programming (Online)
- Network+

## **Projects**

- Kinematics Analysis, Trajectory Planning, and Control of a UR5 Robot using Simulink and V-Rep (Link)
- Electronic circuit design, assembly, and programming of a temperature controller device (ongoing- Link)
- 3D Printing Analysis and Simulation of a Structured Material in Abagus
- CFD Analysis and Visualization of a 2D geometry using Finite-Volume method (Link 1, Link 2)
- Design of HVAC Systems for a residential complex
- Injection Molding Analysis and Simulation of a dog bone test sample using MoldFlow & Abaqus

### **HONORS & AWARDS**

- Distinguished Student Award, 2<sup>nd</sup> rank among 135 undergraduate students of department of mechanical engineering at Isfahan university of technology, four consecutive years (2014 to 2018)
- National Elite Recognition, Iran National Organization of Elites (2018 to 2019)
- Member of exceptional talents of Isfahan University of Technology (2014 to 2019)
- Awarded merit-based admission to study at Isfahan University of Technology for graduate
- program without entrance exam (2018)
- Ranked 197<sup>th</sup> (Top 0.2%) among 191466 students in National University Entrance Exam (2014)

# **PERSONAL INTERESTS & ACTIVITIES**

- Piano & Taar (a traditional instrument)
- Volleyball