ALI DARIJANI

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RELEVENT SUMMARY

Finished a very successful MSc with a focus on Image Processing and Deep Learning. Looking for roles in Data Science, Machine Learning, and Al.

EDUCATION

Aachen, Germany RWTH Aachen Oct 2023

MSc in Simulation Sciences, GPA: 1.9

Tehran, Iran Sharif Tech Oct 2016

BSc in Mechanical Engineering, GPA: 2.2

RELEVANT SKILLS

Math

- Applications: Machine Learning, Deep Learning, Image Processing, Explainable AI, Model-Based AI,
- Fundamentals: Analysis, Linear Algebra, Probability, Optimization,

Tech

- Operating Systems UNIX, POSIX, Linux, macOS
- Programming Languages: C, C++, Python, Bash, Zsh
- Libraries/Frameworks: PyTorch, TensorFlow, Keras, Optuna scikit-learn, Matplotlib, Pandas, NumPy,
- Misc: HPC, Cloud Technologies

Soft

• Google-Fu, Indomitable Will, Subliminal Pattern Recognition

EXPERIENCE

Master Thesis RWTH Aachen Oct 2022 – Oct 2023

Deep Unfolding is a new **model-based/explainable AI** approach in **Deep Learning** that is gaining traction within the Signal/Image Processing realm. As Phase Problem has lots of applications ranging form X-ray Crystallography, Transmission Electron Microscopy to Coherent Diffractive Imaging; we decided to combine Deep Unfolding with Wirtinger Flow, one of the novel solutions to the phase problem, to bring best of the both worlds together. The non-trivial steps involved:

- Mathematical understanding of the phase problem, Wirtinger Flow, and the Deep Unfolding approach.
- Model building from scratch using lower-level tensor operations within PyTorch.
- Initialization of the weights/parameters due to the unique nature of the Deep Unfolding approach.
- More in-depth understanding of the available first-order optimizers within PyTorch.
- GPU acceleration using the CUDA API.
- **Hyper-parameter optimization** using the Optuna framework.

Research Assistant RWTH Aachen April 2022 – Jan 2023

• Visualization of lattice based structures using the OpenGL API in C++ on the RWTH Compute Cluster.

I developed an in-house Visualization module to render **real-time 3D visualization** of lattice based structures using many as much as 60k cylinders in **OpenGL** for our clients. This required the thorough understanding of **Euler angles** and how to use them in 4 by 4 transformation matrices on top of the usual **Computer Graphics** concepts.

Research Assistant RWTH Aachen June 2018 – Jan 2019

• Simulation of the Rarefied Gas Flow Problem in C++ on the RWTH Compute Cluster.