

Ali Gholami

CONTACT INFORMATION

Date & Place of Birth: July 18, 1996 | Tehran, Iran
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EDUCATION

B.S. Software Engineering, [Amirkabir University of Technology](#), **GPA: 3.6/4** (exp.) 2018
Mathematics & Physics Diploma, [Kamal Highschool](#), **GPA: 19.5/20** 2014

RESEARCH INTERESTS

- Computer Vision
- Deep Learning
- Pattern Recognition
- Machine Perception

RESEARCH EXPERIENCE

Self-education, [Computer Engineering & Information Technology Department](#) Dec 2018 - Present
Machine Learning | Pattern Recognition

- Implementation of a *DCGAN* to draw *MNIST* characters using *Tensorflow*.
- Implementation of a *Variational Autoencoder* to draw *MNIST* characters using *Tensorflow*.
- Implementation of various *Regression & Classification* techniques like *Logistic Regression*, *Perceptron*, *Multi-layer Perceptron*, *Gradient Descent*, *Stochastic Gradient Descent*, *L1 & L2 Regularization*, *Dropout*, *Learning Rate Decay*, *Convolutional Neural Networks* using *Tensorflow*.

PUBLICATIONS & ACADEMIC REPORTS

Coursework Report, [Computer Engineering & Information Technology Department](#)
Design & Implementation of Programming Languages by *Prof. Mehran S. Fallah* – [Docs]
Coursework Report, [Mathematics & Computer Science Department](#)
Machine Learning by *Prof. Mohamad E. Shiri* – [Docs]
Coursework Report, [Computer Engineering & Information Technology Department](#)
Microprocessors & Assembly Language by *Prof. Mahdi Homayounpour* – [Docs]

WORK EXPERIENCE

Internship, [Arvan Cloud](#) Jun–Sep 2017
Web Application Development

- *HTML*, *CSS*, *PHP*, *Laravel*, *Javascript*, *ECMAScript*, *Node.js*, *Vue.js*, *React.js*

Internship, [Fandogh](#) Jun–Aug 2017
Mobile Application Development

- *Java*, *React Native*

TEACHING EXPERIENCE

Teaching Assistantship, [Computer Engineering & Information Technology Department](#) Sep–Dec 2017
Microprocessors & Assembly Language by *Prof. Mahdi Homayounpour*
Teaching Assistantship, [Computer Engineering & Information Technology Department](#) Sep–Dec 2016
Foundations of Programming by *Dr. Azadeh Mansouri*

TALKS

Machine Learning at Scale, [Mathematics & Computer Science Department](#) Oct 2017

- Based on the paper *Rules of Machine Learning* by *Dr. Martin Zinkevich*

Energy Awareness, [Computer Engineering & Information Technology Department](#) July 2017

- Based on the paper *Energy-aware adaptation for mobile applications* by *Dr. Jason Flinn*

	Metasploit Framework, Computer Engineering & Information Technology Department <ul style="list-style-type: none"> Introduction to <i>Metasploit Framework & Social Engineering Techniques</i> 	May 2017
HONORS	Admitted to Amirkabir University of Technology among all bachelor students at Computer Engineering Department, Kharazmi University of Tehran Ranked top 3 among all bachelor students at Computer Engineering Department, Kharazmi University of Tehran Ranked top 0.006 in the Nationwide University Entrance Exam among all students in Mathematics and physics (approximately 250,000)	2018 2016 2014
COMPETENCES	Languages Persian (<i>native</i>), English (<i>advanced working proficiency</i>) Programming Python, VHDL, C/C++, Java, ARM Assembly, AVR Assembly, Javascript, HTML/CSS, \LaTeX , Racket, ML, Scheme Tools & Platforms Tensorflow, scikit-learn, Numpy, Pandas, Matplotlib, Weka, Arduino, ARM, AVR, Code-Vision, Xilinx Vivado, ModelSim, Atmel Studio, Cadence PSpice, Keil, Dr. Racket, MongoDB, PostgreSQL, MySQL, Visual Studio, TeXstudio	
NOTABLE PROJECTS	MNIST-Drawer , <i>Variational Autoencoder</i> <ul style="list-style-type: none"> Implementation of a <i>Variational Autoencoder</i> to draw <i>MNIST</i> dataset characters using <i>Tensorflow</i>. [code] notMNIST , <i>Convolutional Neural Network</i> <ul style="list-style-type: none"> Implementation of multiple machine learning classifiers and regularization techniques on the <i>notMNIST</i> dataset using <i>Tensorflow</i>. [code] Freeman , <i>Hardware Programming & Co-design</i> <ul style="list-style-type: none"> Implementation of a <i>Parking Controller & Security Controller</i> using <i>VHDL</i>. [code] Numex , <i>Functional Programming</i> <ul style="list-style-type: none"> Implementation of an <i>Advanced Functional Interpreter</i> using <i>Racket</i>. [code] Hornburg , <i>Deep Learning Basics</i> <ul style="list-style-type: none"> Implementation of <i>Principal Machine Learning Algorithms</i> using <i>Python</i>. [code] Iris , <i>Multi-nomial classification</i> <ul style="list-style-type: none"> Multi-nomial classification of <i>Iris</i> dataset using <i>scikit-learn</i>. [code] ARMHE , <i>Advanced RISC Machine Programming</i> <ul style="list-style-type: none"> Implementation of the <i>Histogram Equalization</i> algorithm on the <i>STM32F407VGT6</i> with <i>ARMv4T</i> architecture using <i>ARM Assembly</i>. [code] Cinder , <i>Low Level Programming</i> <ul style="list-style-type: none"> Implementation of a basic <i>Operating System</i> with <i>C</i>. [code] Sockets , <i>Socket Programming</i> <ul style="list-style-type: none"> Implementation of various types of <i>Sockets</i> in <i>Interprocess Communication & TCP/IP Protocol</i> with <i>C</i>. [code] Toofan , <i>Android Application Development</i> <ul style="list-style-type: none"> Implementation of a <i>Weather Forecast Application</i> on the <i>Android</i> platform using <i>Java & Android Studio</i>. [code] Huffman , <i>Huffman Coding</i> <ul style="list-style-type: none"> Implementation of the <i>Huffman Text Compression Algorithm</i> using <i>Java</i>. [code] 	

2048, C++ Programming

- Implementation of the *2048 Puzzle Game* with various gameplay tweaks using C++. [\[code\]](#)

Manobase, VHDL Programming

- Implementation of the *Morris Mano's Base Computer* using VHDL. [\[code\]](#)

REFERENCES *Available upon request.*