

## EDUCATION

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### **K.N. Toosi University of Technology**

B.S. in Electrical-Control Engineering, GPA: 3.22/4.00

Tehran, Iran

Sep 2015–Sep 2020

- Thesis: “Continuous Control With Deep Reinforcement Learning”
- Demonstration of the superiority of different state-of-the-art DeepRL methods in Continuous Space settings against traditional Control approaches.

### **Razi High School**

Diplomas in Physics and Mathematics, GPA: 3.89/4.00

Tehran, Iran

Sep 2011–Sep 2015

## RESEARCH INTERESTS

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- (Deep) (Multi-Agent) (Self-Play) Reinforcement Learning
- Computer Vision & Image Processing
- Robotics
- Deep (Unsupervised) (Semi-Supervised) Learning

## ACADEMIC PROJECTS

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### **Rainbow**

Combining Improvements in Deep Reinforcement Learning. [[Project page](#)]

- Implemented improvements (PER, NoisyNets, Dueling and etc.) of the DQN paper to play Pong.

### **Exploration by Random Network Distillation**

Exploration based on intrinsic rewards (Novelty Seeking). [[Project page](#)]

- Implemented RND to solve Montezuma’s Revenge game and first level of Super Mario Bros game that demand intelligent exploration.

### **Proximal Policy Optimization Algorithms**

Policy Gradient methods that alternate between sampling data and optimizing a “surrogate” objective. [[Mario page](#)]

- Implemented PPO to solve Breakout game, 29/32 levels of Super Mario Bros game and some simulated robots.

### **Soft Actor-Critic**

Off-Policy Maximum Entropy Deep Reinforcement Learning with a Stochastic Actor. [[Humanoid page](#)] [[MsPacman page](#)]

- Implemented SAC to train a Humanoid walking and an agent playing MsPacman game.

### **Deep Deterministic Policy Gradient and Hindsight Experience Replay**

Using DDPG to control continuously and HER to solve sparse-reward environments problem. [[Project page](#)]

- Implemented DDPG + HER to train a 7 DOF manipulator to fetch, pick and place a box in a sparse and multi-goal environment.

### **Twin Delayed Deep Deterministic Policy Gradient**

Addressing Function Approximation Error in Actor-Critic Methods. [[Project page](#)]

- Implemented TD3 to train an Ant robot and a Hopper to move forward correctly.

## Cycle GAN

Unpaired Image-to-Image Translation using Cycle-Consistent Adversarial Networks. [\[Project page\]](#)

- Implemented Cycle GAN to produce horse images from zebras and vice versa.

## Auxiliary and Deep Convolutional GANs

Using DCGAN to generate real-like images and Auxiliary GAN to improve quality. [\[Project page\]](#)

- Implemented DCGAN and AUXGAN to produce images similar to MNIST dataset.

## Face Detection and Facial Expression Classification

Final project of Fundamentals of Computer Vision course. [\[Project Description\]](#)

- Using Cascade Detectors with Local Binary Pattern features to detect the face and a CNN to classify the expression of the detected face.

## ACADEMIC EXPERIENCE

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### 26th International Computer Conference, Computer Society of Iran [\[Homepage\]](#)

Lecturer

Mar 2021

- Presented some DeepRL recent advances and highlighted challenging points of DeepRL algorithms' implementations. [\[slides\]](#)

### Fundamentals of Computer Vision Course [\[Homepage\]](#)

Teaching Assistant

Feb 2015–Jul 2020

- Designed and prepared instructions of [13th lab](#) (Machine Learning session) of the course and moreover, was responsible to evaluate and grade 20% of students based on their performance in each lab of the course.
- Instructor: [Dr. Behrooz Nasihatkon](#)

### Signals and Systems Course

Head Teaching Assistant

Sep 2019–Feb 2020

- Was Responsible to design and arrange assignments and weekly reporting of students' outcomes.
- Instructor: [Dr. Maryam mohebbi](#)

### KN2C Robotics Team [\[Homepage\]](#)

Research Assistant

Sep 2017–Sep 2019

- Computer Vision and A.I researcher at Micro Aerial Vehicle section.
- Supervisor: [Dr. Hamid D. Taghirad](#)

## AWARDS AND HONORS

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- **3rd place** of The RoboCup Iran Open Competitions in Unmanned Aerial Vehicle League. [\[link\]](#) 2018
- **6rd place** of The RoboCup Asia-Pacific Competitions in Unmanned Aerial Vehicle League. [\[link\]](#) 2018
- Ranked within **top 0.7 percent** in Iran's National University Exam among nearly 252,000 participants 2015

## CERTIFICATES

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- **Reinforcement Learning Specialization** [\[Certificate\]](#) Mar 2021  
*University of Alberta on Coursera*
- **Divide & Conquer, Sorting & Searching, and Randomized Algorithms** [\[Certificate\]](#) Feb 2021  
*Stanford / Online on Coursera*
- **Neural Networks and Deep Learning** [\[Certificate\]](#) Dec 2020  
*DeepLearning.AI on Coursera*

## LANGUAGES

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- **Farsi:** Native
- **English:** Professional Proficiency
- **TOEFL:** 104 (Reading:24 Listening: 29 Speaking: 25 Writing: 26)
- **GRE (General):** Analytical Writing Assessment: 3.5 Verbal Reasoning: 154 Quantitative Reasoning: 160

## TECHNICAL SKILLS

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- **Programming Languages:** Python, C/C++, Bash, VHDL, Java (Familiar)
- **Libraries:** PyTorch, TensorFlow, Keras, Gym, NumPy, Scikit-learn, OpenCV
- **Engineering Software:** MATLAB and Simulink, ISE - Xilinx
- **Frameworks:** Qt, ROS
- **Version Control Systems:** Git
- **Linux Distros:** Ubuntu

**❗References, further information, and proofs are available upon request.**