

AMIN SEYEDZADEH

Startup Founder / Senior Product Manager

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in [aminseyedzadeh](#) | 🔗 aminseyedzadeh.github.io

Motivation

From the moment I was born, I have been immersed in the wonders of the universe. In my view, everything is a product! And human, the masterpiece of existence, is the most praiseworthy product known... A creature who can not only discover the glory of the world, but add to its wonders every single day.

Creating has always been the most enjoyable job for me in my career path. Creating something that never existed and adding value to the countless values of the universe. It does not matter if what I am building is a **business**, a **team**, a **product** or even a single **process**. I am now looking for new horizons in search of my curiosity about the world and adding real value to it.

Work Experience



Senior Product Manager

Sep 2021 - Sep 2022

Alibaba Travels Co.

🔗 [Website](#)

The leader of online traveling market (OTA) in Iran.

As the manager of Alibaba's new loyalty program (customer club), I'm collaborating with almost all departments and products within the company. Our focus is on making a fantastic experience for customers and make them loyal to the brand.



Founder and CEO

Apr 2019 - Sep 2021

VARknow (شرکت کاشفان آفاق نهمان قسم)

🔗 [Website](#) in [LinkedIn](#) 📺 [Aparat](#) 🎮 [Ghahve Talkh Game](#)

Best accelerating startup of Sharif Tech Park appreciated by the president of the university.

VARknow startup was founded in 2019 in [Sharif Accelerator](#). Initially, its field of activity was limited to virtual reality and augmented reality, but after a pivot, with the cooperation and investment of the [Golian Group](#), it became the "VARknow Media and Entertainment Group".



Product Consultant and Executive Mentor

Oct 2020 - Feb 2021

WIN app

📷 [Instagram](#) 📠 [Telegram](#)

WIN is an app / game in which quiz questions are asked and participants are rewarded. As a product consultant, a new business model was proposed to monetize from companies that want to run a brand awareness campaign.



Game Designer

Feb 2020 - Nov 2020

Fanap Plus

🔗 [Website](#) in [LinkedIn](#)

At Fanap Plus, we contractually defined a project in the field of financial education for children (as a mobile game), and after team setup, I, as a game designer, defined the features and systems of the product. The project was produced to serve the customers of Pasargad Bank.



Co-founder and Deep Learning Engineer

Jul 2019 - Feb 2020

Docup

🔗 [Website](#) in [LinkedIn](#) iOS [Download](#)

The appreciated team of ham-tech boot camp of artificial intelligence.

Accelerated in [HAMTECH](#) (Specialized Accelerator of Artificial Intelligence), the startup was providing medical services using artificial intelligence. Initially, it started with the aim of analyzing skin images to diagnose skin diseases, but due to the market not being ready to use this tool, it became telemedicine software that serves the [Neuronio Clinic](#).

Director: [Dr. Ali Meghdari](#) (meghdari@sharif.edu) Supervisor: [Dr. Alireza Taheri](#) (artaheri@sharif.edu)
 Social & Cognitive Research Robotics Laboratory, branch of Center of Excellence in Design, Robotics, and Automation (CEDRA). There I did research and got acquainted with the scientific method and processes of science production and writing a scientific article

Education



Master of Science

2022 - Present

University of Tehran, Tehran, Iran

Technology Management / Innovation of Technology



Bachelor of Science

2016 - 2022

Sharif University of Technology, Tehran, Iran

Mechanical Engineering (Major) and Mathematics (Minor Curriculum)

Skills

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|-------------------------|--|
| Product Management | Product Design – Scrum – Kanban – User Behavior Analysis – Gamification |
| Business Development | Business Model Design – Business Plan – Financial Projection – Executive Affairs |
| Fast Prototyping | Figma – WordPress |
| Artificial Intelligence | Reinforcement Learning – Time Series Forecasting (RNN, LSTM) |
| Programming Languages | Python (TensorFlow) |
| Game Design | Storytelling – Character Creation – System Design – Monetization – Analytics |
| Research | Scientific Method – Statistics – Minitab |

Publication

[Submitting]

Investigating the Impact of Presence of Robots on Creativity and Team Efficiency in Brainstorming Meetings

Mohammadreza Bayati, Amin Seyedzadeh, Hossein Khatiri, Dr. Alireza Taheri, Dr. Ali Meghdari

ICSR 2021 (13th International Conference on Social Robotics)

Sharif University of Technology, Social Robotics Lab (CEDRA)

Certifications

Foundations of Project Management

Jul 2021



Authorized by Google and offered through Coursera

<http://coursera.org/verify/TCRYAH6XZUAY>

Grade Achieved: 99.60%

Language Proficiency

Persian: Native

English: Pre-Advanced