



Amir Ali Aali

M. Sc. Data Science Student at RWTH Aachen
Working Student at SAP

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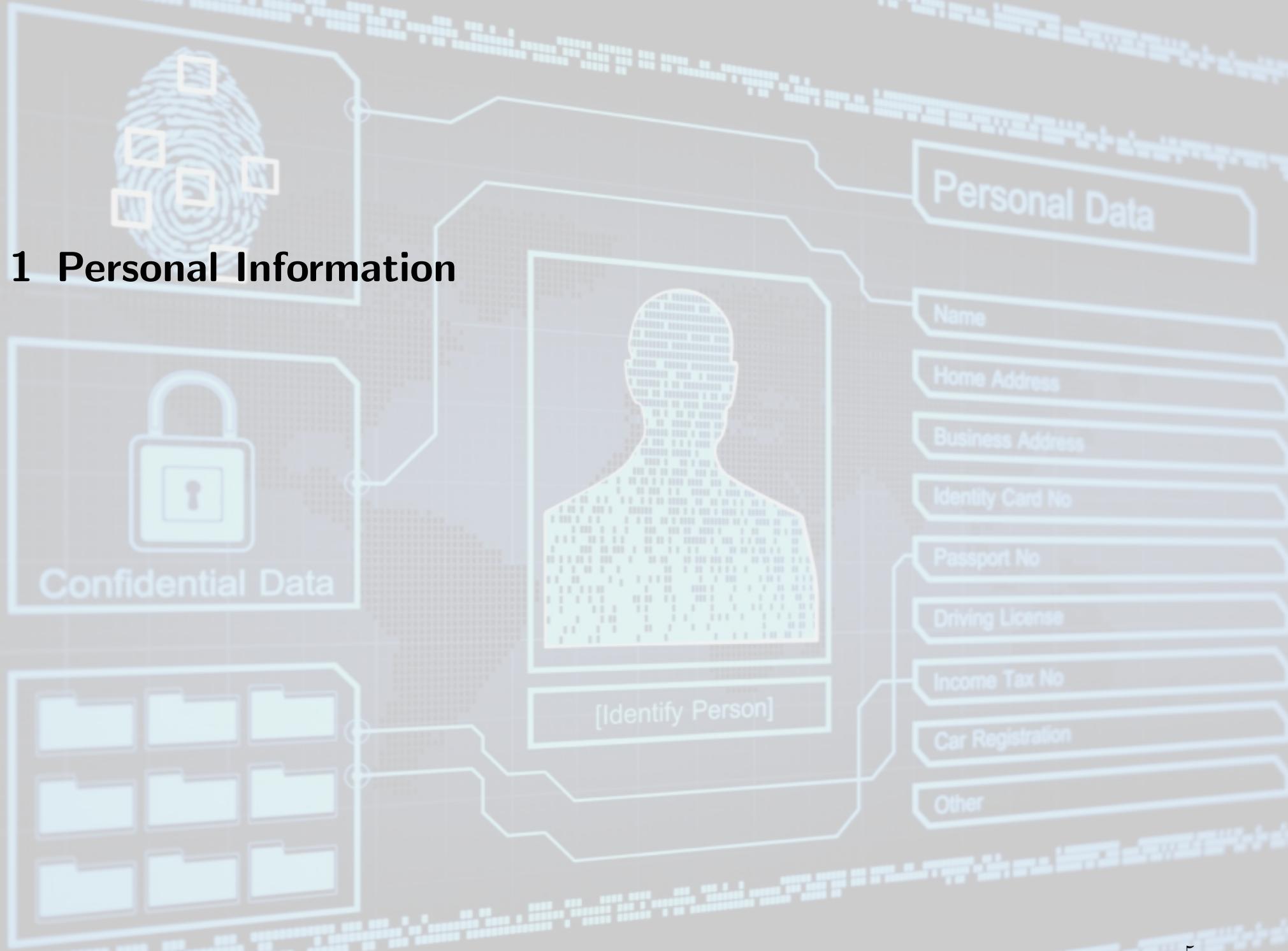
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1 Personal Information



Personal Information

Field	Details
First Name	Amir Ali
Last Name	Aali
Date of Birth	06.11.2001
Nationality	Iranian
Address	Aachen, Germany
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Phone	+49 157 302 72 150
Personal Website	amiraliaali.github.io
LinkedIn	linkedin.com/in/amiraliaali-09240312b
GitHub	github.com/amiraliaali

Short Description

I hold a Bachelor's degree in Software Engineering from the University of Duisburg-Essen, graduating with a final grade of **1.7**.

Currently, I am in my second semester of a Master's program in **Data Science** at RWTH Aachen University, with an expected graduation in October 2026.

I have substantial industry experience, having worked for a year and a half at **Aptiv**, an automotive technology company. Since May 2024, I have been employed at **SAP** in the Data De-Identification division.

I am eager to further develop my expertise in autonomous vehicles and am actively seeking new opportunities in this field, with a particular focus on computer vision and reinforcement learning positions.

2 Education



Education

Title	From	Till	Institute	Location	Final Grade
M.Sc. Data Science	04.2024	Expected 2026	RWTH Aachen University	Aachen, Germany	N/A
B.Sc. Software Engineering	10.2020	03.2024	University of Duisburg-Essen	Duisburg, Germany	1.7
Preparatory College	10.2019	08.2020	FH Aachen	Geilenkirchen, Germany	2.3

3 Technical Working Experience

3.1 Overview

Position	From	Till	Duration	Hours per Week	Employer	Location
Working student for Data De-Identification	05.2024	04.2026	2 yr	20	SAP	Düsseldorf
Bachelor Thesis	01.2024	04.2024	3 mos	40	Aptiv	Wuppertal
Working student for Computer Vision/AI/ML	11.2022	01.2024	1 yr 3 mos	20		

3.1.1 Working student for Data De-Identification (SAP)

Summary

- Worked on SAP's data anonymization solution, designing and maintaining data pipelines on Databricks integrated with Azure Data Lake Storage (ADLS) for large-scale text anonymization.
- Implemented text anonymization workflows in Python, processing sensitive data in compliance with data protection requirements.
- Reviewed and analyzed academic and industry research on data anonymization techniques, and translated applicable methods into practical implementations within production codebases.
- Established and maintained automated quality checks in the GitHub workflow, including Black Duck security scans, unit test execution, and enforced branch naming and pull request conventions to improve code quality and compliance.
- Wrote comprehensive unit tests in Python to validate anonymization logic, ensure pipeline reliability, and prevent regressions.
- Collaborated with cross-functional teams to align anonymization pipelines with privacy, security, and compliance requirements.

Skills Leveraged

Python, Pandas, NumPy, Databricks, Big Data Processing, Unit Testing, Git/Github, Agile

3.1.2 Working student for Computer Vision/AI/ML (Aptiv)

Summary

Collaborated with a specialized team focused on high beam assistant for the Gen. 7 systems to create a smart system for cars to automatically control their high beams at night.

During my time, I had the opportunity to contribute to several tasks, including:

- Contributing to the creation of a high beam assist classifier, which effectively discerns between car headlights and taillights.
- Conducting comprehensive experiments to fine-tune the hyperparameters of machine learning algorithms, ensuring optimal performance.
- Profiling the runtime performance and development of a profiling tool tailored for an embedded processor.
- Implementing Python bindings to seamlessly integrate C++ objects.
- Developing robust unit and regression tests to validate the functionality and reliability of the solutions.
- Designing and implementing a user-friendly GUI component, enabling live overlay of results and interactive adjustments to hyperparameters for enhanced usability and efficacy.

Skills Leveraged

Python, C++, PyTorch, OpenCV, NumPy, Bazel, Git/Gerrit, MISRA, Agile, Unit Testing

4 Skills and Languages

4.1 Skills

Skill	Proficiency	Skill	Proficiency
Python		Git/GitHub	
C++		PyBinds	
Rust		Bazel	
Reinforcement Learning		Misra	
Computer Vision		Agile	
PyTorch		Unit Testing	
OpenCV		SQL	
NumPy & Pandas		Docker	
Matplotlib		Matlab	
Scikit-Learn		HTML	

4.2 Languages

Language	Proficiency
English	
German	
Persian	

5 Awards, Certificates and Volunteering



5.1 Awards

Award	Issued on	Institute	Sponsor
Germany's National Scholarship (Deutschlandstipendium)	10.2024	RWTH Aachen University	Porsche
3rd Place – National Aerospace Student Competition (Glider League)	04.2016	Amirkabir University	-

5.2 Certificates

Certificate	Issued on	Link to certificate	Issued by
Reinforcement Learning beginner to master - AI in Python	07.2024	link to certificate	Udemy
Python for Data Science and Machine Learning Bootcamp	08.2022	link to certificate	
Beginning C++ Programming - From Beginner to beyond	05.2022	link to certificate	

5.3 Volunteering

Position	From	Till	Institute	Task Description
Head of International Students Engineering (ISE) Student Council	03.2022	09.2022	University of Duisburg-Essen	<p>Oversaw the planning and execution of several significant events. These included:</p> <ul style="list-style-type: none">• an orientation event for incoming freshmen during the Summer Semester of 2022• a major election event open to all ISE students• a study night to support students as they prepared for their exams

6 Recommendations

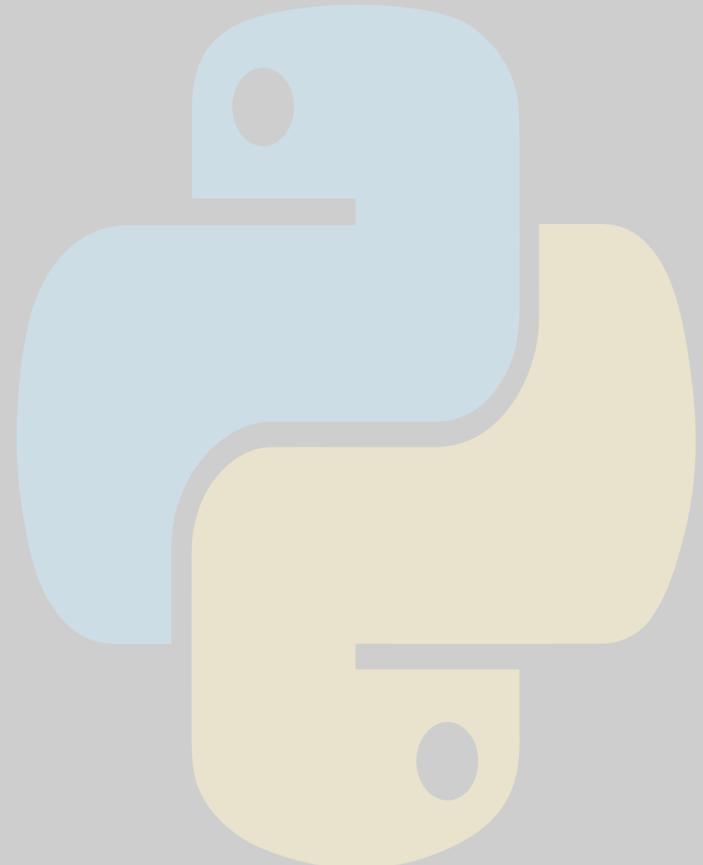
Recommendations

Recommendation given by	Given on	Recommendation Text
Markus Bühren (Manager Computer Vision at Aptiv)	05.2024	<p>I highly recommend Amir for any role in the field of artificial intelligence and machine learning. Throughout his time as a student at APTIV, he consistently demonstrated a deep understanding of AI and ML concepts, coupled with strong problem-solving and programming skills in Python and C++. He is adept at applying theoretical knowledge to real-world scenarios. His dedication to continuous learning and passion for the field make him an invaluable asset to any team. I have no doubt that he will excel in any role he takes on.</p>

* Recommendation can be found on my [LinkedIn](#) homepage.

7 Python Projects

```
>>> print("Hello World")
Hello World
```



7.1 Street Lamp Area Detection

7.1.1 Overview

Task Description

As part of my Bachelor's thesis, titled Street Lamp Area Detection through Classical Vision and Convolutional Neural Networks, which was in cooperation with Aptiv, I developed a component that processed pre-recorded footage to assess lighting conditions in real-time. For each moment of the footage, the system determined whether there was sufficient lighting. This functionality allows for the automatic activation of a car's high beams in low-light conditions and deactivation when adequate surrounding light is detected.

Skills Leveraged

- Python
- Image Processing using OpenCV
- Deep Learning (CNNs) with PyTorch
- NumPy, Pandas, Matplotlib
- Git/Github

Link to Github repository

Unfortunately, I am unable to share the code per Aptiv's request.

7.1.2 Results

Click the thumbnail to watch a result video on YouTube:



Figure 7.1: Click to watch the YouTube video

7.2 Autonomous Car Navigation using Proximal Policy Optimization (PPO)

7.2.1 Overview

Task Description

This project explores reinforcement learning with Proximal Policy Optimization (PPO) to train an autonomous car for obstacle-free navigation toward a goal. The agent optimizes its path through trial and error, refining its strategy over time.

The entire environment, including reward design and all other aspects, was created entirely by myself using Pygame.

Skills Leveraged

- Python
- Reinforcement Learning
- Deep Learning with PyTorch
- PyGame
- Git/Github

Link to Github repository

https://github.com/amiraliaali/self_car_park

7.2.2 Results

Click the thumbnail to watch the result video on YouTube:

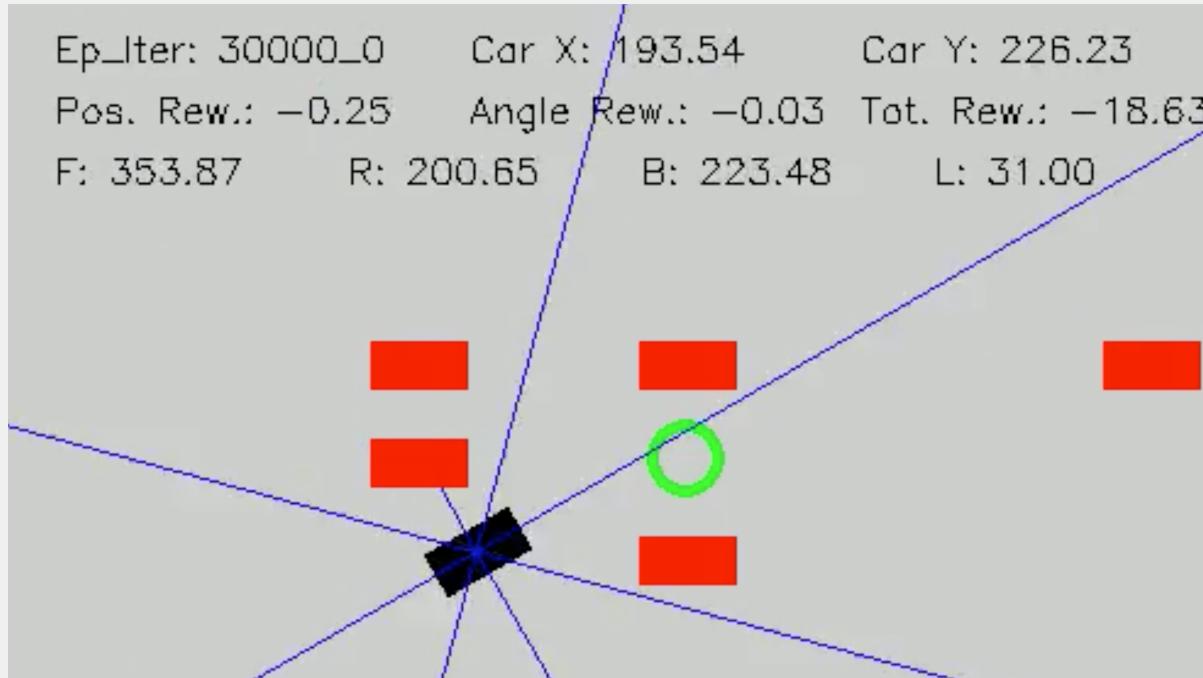


Figure 7.2: Click to watch the YouTube video

7.3 Rocket Interceptor using Deep Q-Network (DQN)

7.3.1 Overview

Task Description

This project explores reinforcement learning through a pursuit–evasion interception scenario. A custom 2D simulation environment was developed in which an attacking rocket attempts to reach a protected area, while a defensive rocket is trained to intercept it before impact.

The entire environment, including physics behavior, reward design, action space, and training pipeline, was implemented from scratch. A Deep Q-Network (DQN) agent learns to control the defensive rocket by adjusting its orientation and speed in order to successfully intercept dynamically initialized targets.

At the start of each episode, the attacking rocket’s position, orientation, and speed are randomized to improve generalization and prevent overfitting to specific trajectories.

Skills Leveraged

- Python
- Reinforcement Learning
- Deep Learning with PyTorch
- Custom Environment Design
- PyGame
- Git/Github

Link to Github repository

<https://github.com/amiraliaali/defence>

7.3.2 Results

Click the thumbnail to watch the result video on YouTube:

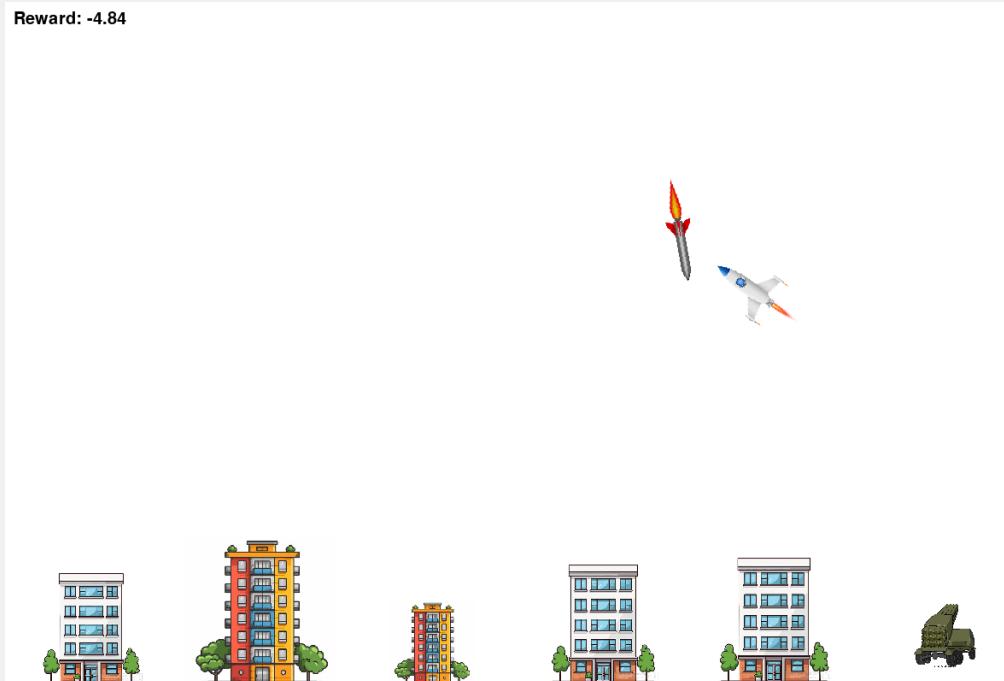


Figure 7.3: Click to watch the YouTube video

7.4 Traffic Signal Control using Deep SARSA

7.4.1 Overview

Task Description

For this task, I took the initiative to work on a Reinforcement Learning project to deepen my understanding of the subject, which I had studied in a university lecture. In this project, we trained an agent to optimize the control of traffic signals at a junction. Instead of deploying a specific pre-defined algorithm, we trained the agent using a set of rewards. The algorithm used for this task was Deep SARSA.

Skills Leveraged

- Python
- Reinforcement Learning
- Deep Learning with PyTorch
- NumPy, Pandas, Matplotlib
- Git/Github

Link to Github repository

https://github.com/amiraliaali/traffic_signal_control

7.4.2 Results

Click the thumbnail to watch the result video on YouTube:

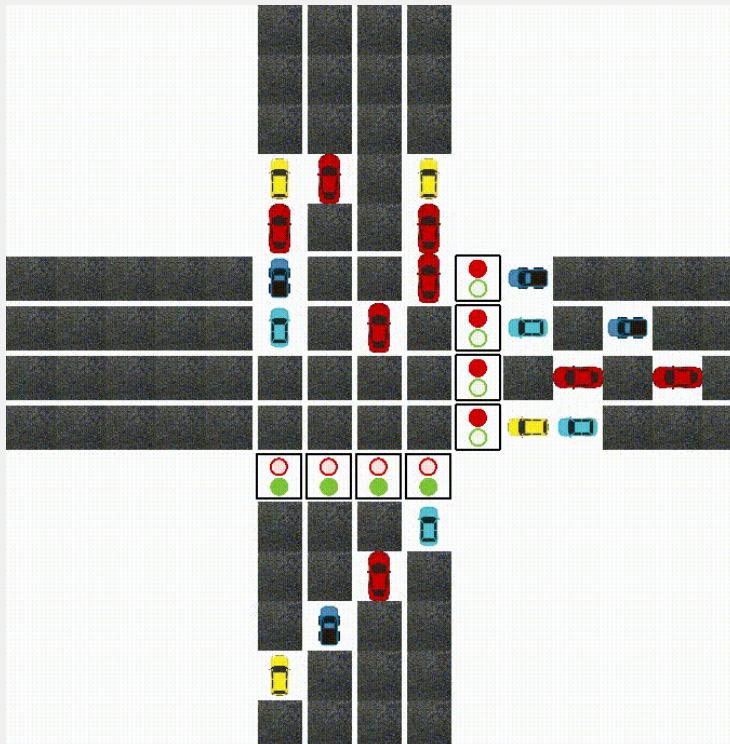


Figure 7.4: Click to watch the YouTube video

7.5 Image Segmentation using Mixture of Gaussians (MoG)

7.5.1 Overview

Task Description

As part of the Machine Learning lecture at RWTH Aachen University, we were introduced to the Mixture of Gaussians (MoG) algorithm.

To deepen my understanding of this algorithm, I decided to implement a foreground/background segmentation method using MoG on my own images.

Skills Leveraged

- Python
- Computer Vision
- Machine Learning with Scikit-Learn
- OpenCV
- Git/Github

Link to Github repository

https://github.com/amiraliaali/mog_segmentation

7.5.2 Results

Click the thumbnail to watch the result video on YouTube:

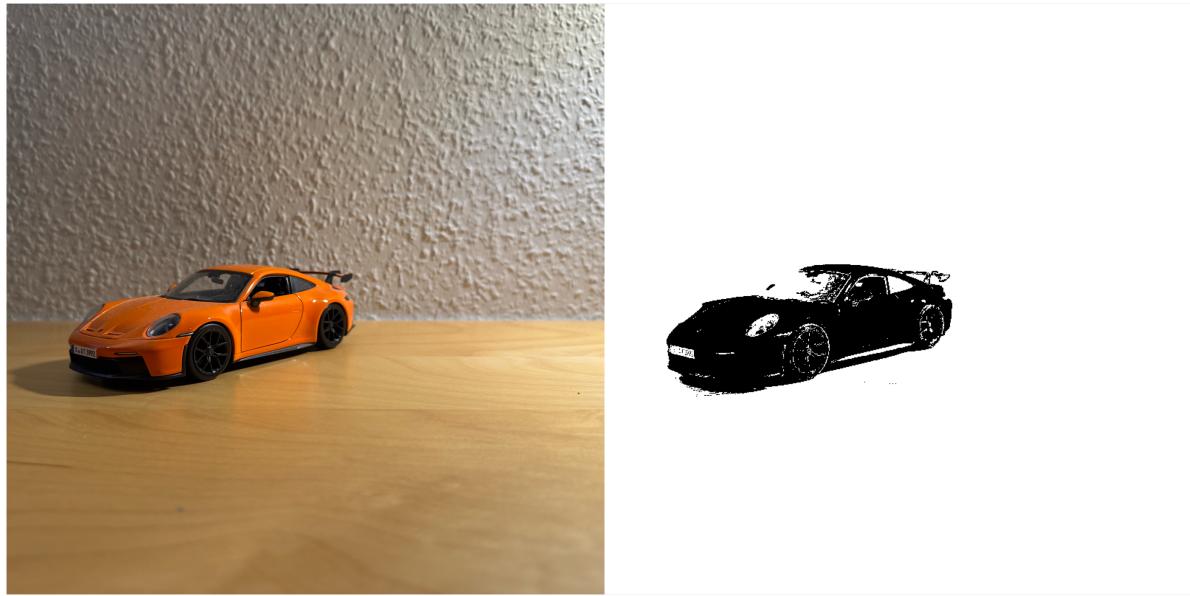


Figure 7.5: Click to watch the YouTube video

7.6 Language Detector

7.6.1 Overview

Task Description

As part of this task, we worked with a dataset containing a large collection of sentences from various languages, each one labeled according to its language. After preprocessing the data, we trained a Multinomial Naive Bayes model using these labeled sentences. The goal was to enable the model to learn language patterns effectively. Once trained, the model could accurately identify the language of any arbitrary sentence provided to it, making it a useful tool for automatic language detection in diverse text inputs.

Skills Leveraged

- Python
- Machine Learning with SciKit-Learn
- NumPy, Pandas
- Git/Github

Link to Github repository

https://github.com/amiraliaali/language_detector

7.6.2 Results

```
=====Language Detector=====
Enter a Text: Let's take a break.
The detected language of the input text is : English
```

Figure 7.6: English

```
=====Language Detector=====
Enter a Text: Einen schönen guten Tag zusammen.
The detected language of the input text is : German
```

Figure 7.7: German

8 Rust Projects



8.1 Face Anonymizer with Rust

8.1.1 Overview

Task Description

This project implements a real-time face anonymization pipeline using Rust with GPU acceleration. The workflow consists of:

1. **Model Export:** A YOLOv8 face detection model is trained and exported from Python to the ONNX format. This enables deployment outside the Python ecosystem and allows efficient inference using ONNX Runtime in Rust.

2. **High-Performance Rust Pipeline:** The Rust-based inference engine leverages ONNX Runtime with CUDA Execution Provider to run face detection directly on the GPU, significantly accelerating inference.

The pipeline:
- Reads video frames using OpenCV.
- Preprocesses frames and performs GPU-accelerated inference via ONNX Runtime + CUDA.
- Applies Non-Maximum Suppression (NMS) for post-processing.
- Anonymizes detected faces by drawing filled black rectangles.
- Writes processed frames into a new output video.

The system is optimized for performance using CUDA acceleration, efficient memory handling, and ONNX Runtime graph optimizations, enabling real-time processing.

Skills Leveraged

- Python
- Rust
- Computer Vision
- Git & GitHub

Link to Github repository

https://github.com/amiraliaali/face_bluring_with_rust

8.1.2 Results

Click the thumbnail to watch the result video on YouTube:



Figure 8.1: Click to watch the YouTube video

8.2 Rust Decision Tree Classifier

8.2.1 Overview

Task Description

As part of the lab course Efficient AI with Rust at RWTH Aachen University, I implemented a decision tree using the ID3 algorithm in Rust.

The dataset used contains various air condition features, with the target variable indicating whether we decide to play outside under those weather conditions.

Skills Leveraged

- Rust
- Machine Learning
- Git & GitHub

Link to Github repository

https://github.com/amiraliaali/decision_tree_with_rust

8.2.2 Results

The Decision Tree built on the dataset placed in the repository ([Link to CSV](#)) can be found in figure 8.2.

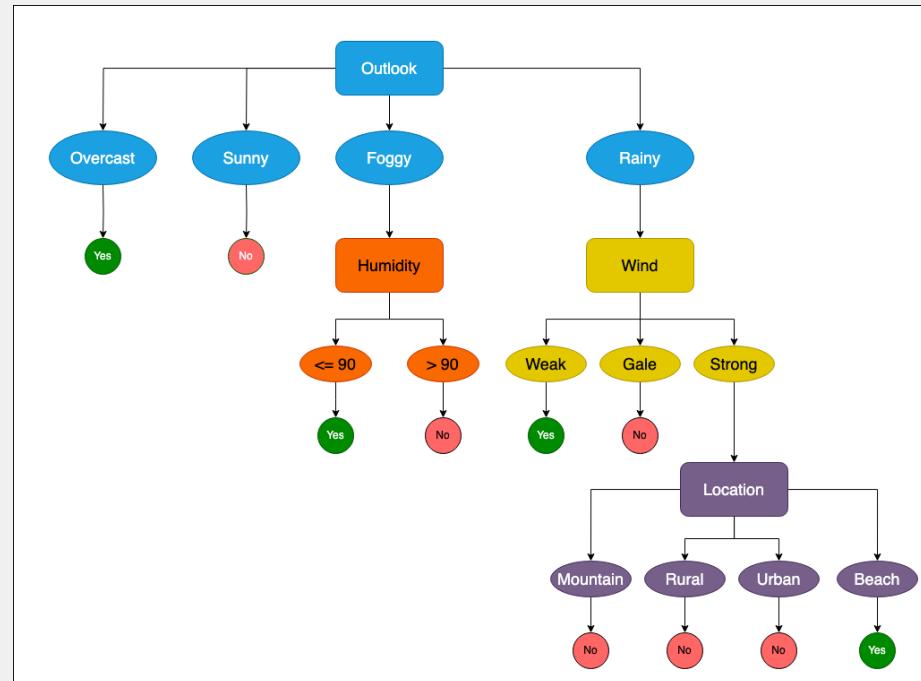
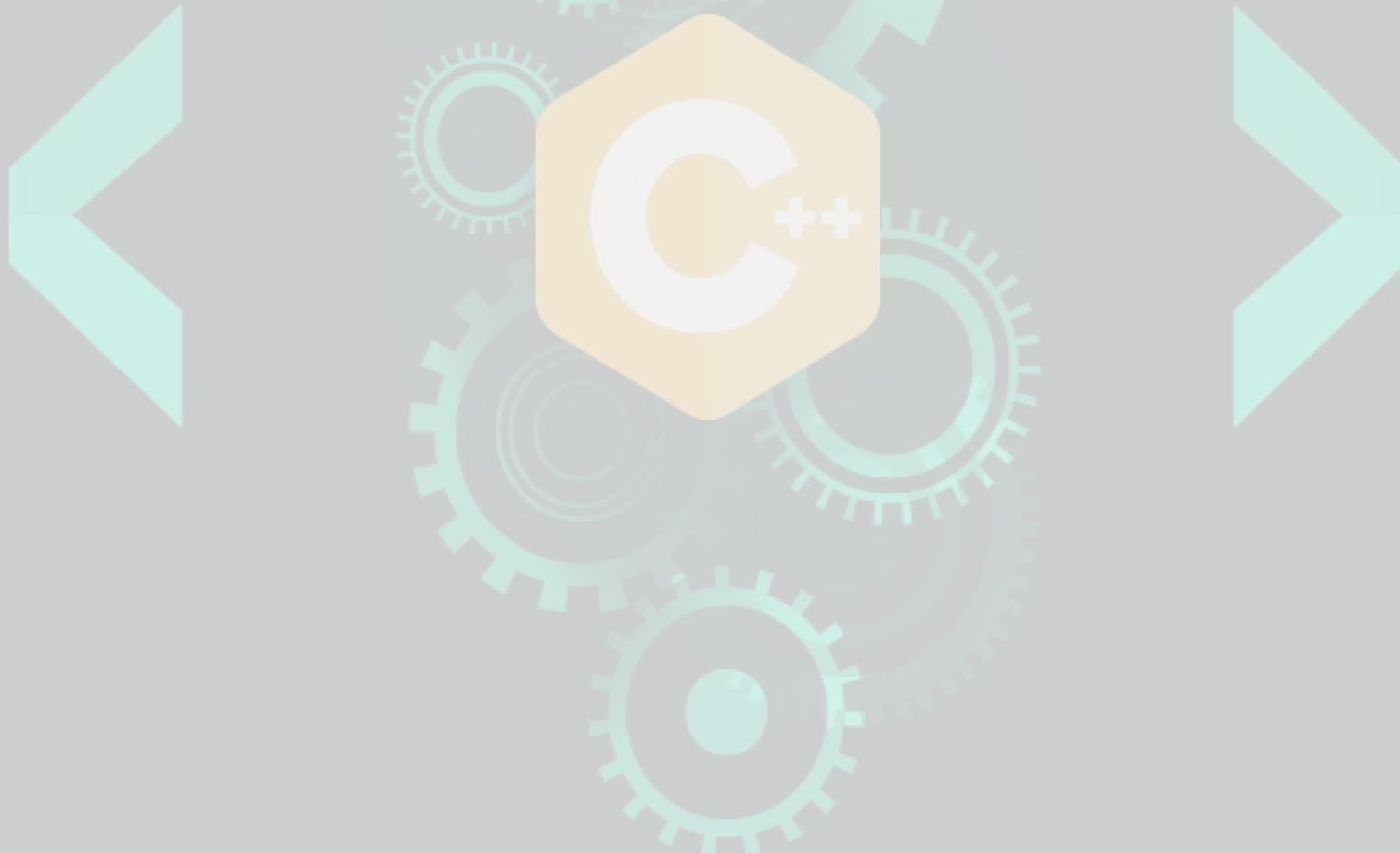


Figure 8.2: Decision Tree

9 C++ Projects



9.1 Login System

9.1.1 Overview

Task Description

This task highlights my proficiency in object-oriented programming with C++ and utilizing the Bazel build system.

The program is designed to manage a dataset of cars, allowing operations such as renting or returning a car, as well as adding new cars to the dataset or removing existing ones.

Skills Leveraged

- C++
- Object Oriented programming
- Bazel
- Git/Github

Link to Github repository

https://github.com/amiraliaali/car_rental_system

9.1.2 Results

Click the thumbnail to watch the result video on YouTube:

```
Welcome to the Car Rental System!
1. Add a car
2. Remove a car
3. Rent a car
4. Return a car
5. See the car table
6. Filter the car table
7. Reset the filtered car table
8. Exit
Please enter your choice: 5
      id      type   manufacturer     model  year   color mileage price_per_day last_rented is_available renter_id
1000   Coupe      Porsche       911 2021  Black   2100      85  27.8.2023        1          0
1001 Convertible  Porsche       718 2020   Red    53000      65  30.6.2022        0        2001
1002   Sedan      BMW         3 Series 2019  White   45000      60  15.4.2022        1          0
1003     SUV      BMW          X5 2020   Blue   25000      80  10.9.2023        0        2003
1004 Convertible  BMW          Z4 2018 Silver   35000      70  5.12.2021        1          0
1005   Sedan  Mercedes-Benz  C-Class 2021  Gray    1500      75  20.7.2023        0        2005
1006     SUV  Mercedes-Benz    GLE 2019  Black   40000      90  12.11.2022        1          0
1007   Coupe  Mercedes-Benz  AMG GT 2020   Red   18000     100  8.3.2022        0        2007
1008   Coupe      Porsche    Cayman 2017  Yellow  60000      75  3.6.2021        1          0
1009     SUV      Porsche   Macan 2021  Green   5000      95  18.9.2023        0        2009
1010 Hatchback     VW        Polo 2022  Black   30000      50  10.10.2024        1          0
1. Add a car
2. Remove a car
3. Rent a car
4. Return a car
5. See the car table
6. Filter the car table
7. Reset the filtered car table
8. Exit
Please enter your choice: 4
Please enter the car id: 100
```

Figure 9.1: Click to watch the YouTube video