Amir Dalili

amirdy.github.io
+98(936)150-5315
amirdalili12@gmail.com

RESEARCH INTERESTS

- Deep Learning
- Data science
- Bioinformatics

EDUCATION

- **M.Sc in Computer Engineering** Sept. 2019 - Jan. 2020
  Sharif University of Technology, Tehran, Iran GPA: (18.63/20)
  Thesis Title: Performance Evaluation of Large-Scale Delay Tolerant Networks
  Supervisor: Prof. Ali Movaghar
- **B.Sc in Computer Engineering** Sept. 2013 - Aug. 2017
  Islamic Azad University Central Tehran Branch, Tehran, Iran GPA: (18.61/20)
  Thesis Title: Study of security models in the Internet of Things
  Supervisor: Dr. Vahe Aghazarian

TEACHING EXPERIENCE

- **Teaching Assistant**
  Sharif University of Technology, Tehran, Iran

  Deep Learning(Head TA) Spring 2020
  Instructor: Dr. Mahdieh Soleymani

  Machine Learning Fall 2019
  Instructor: Dr. Mahdieh Soleymani

RESEARCH EXPERIENCE

- **Research Assistant** June 2018 - Oct. 2020
  Sharif University of Technology, Tehran, Iran

  Performance and Dependability Lab
  Study and research about the performance of epidemic routing in mobile social networks considering several communities which are frequently visited by nodes. Under the supervision of Prof. Ali Movaghar.

PUBLICATION

- Rashidi, L., Dalili-Yazdi, A., Entezari-Maleki, R., Sousa, L. and Movaghar, A., 2021. Modeling Epidemic Routing: Capturing Frequently Visited Locations While Preserving Scalability. IEEE Transactions on Vehicular Technology, 70(3), pp.2713-2727.
- Rashidi, L., Dalili-Yazdi, A., Entezari-Maleki, R., Sousa, L. and Movaghar, A., 2020. Performance Modeling of Epidemic Routing in Mobile Social Networks with Emphasis on Scalability. arXiv preprint arXiv:2002.05884.

PROJECT

- **Comment Analyzer** April 2021

  This is a Sentiment Analysis project. A Web Application that determines whether a comment given for a product is positive or negative(with the probability)! In other words, whether the person who bought the product is satisfied or not!

- **Smart Snake** Oct. 2020

  This is a Reinforcement Learning project. In this project, Agent(snake) learns how to play the snake game1. The game board is 12×12. The snake moves in the 10×10 area and eats the food. Eating the food increases the length of the snake. The snake must learn how to eat the food without running into the screen border or itself.

- **Dog Breed Classification** May 2020

  This is a Classification project. A Web Application that receives a dog picture as input and returns its breed as output. The model predicts the breed from 150 different breeds.

HONORS

- Ranked 1st among all M.Sc. students of Computer Engineering (Computer Networks) in 2017
- Ranked 1st among all B.Sc. students of Computer Software Engineering in 2013

RELATED COURSES

- **Sharif University of Technology**

  Machine Learning, Deep Learning, Convex Optimization, Information Theory, Advanced Operating systems, Computer system Performance Evaluation, Wireless Communication
  Audit: Bioinformatics

- **Islamic Azad University Central Tehran Branch**

  Artificial Intelligence, Database, Data Structures, Compiler Design, Operating systems, Fundamental of Programming, Advanced Programming, Software Engineering

- **Coursera**
  - AI for Medicine Specialization
  - Generative Adversarial Networks (GANs) Specialization
  - Deep Learning Specialization

SKILLS

- **Programming Languages and Frameworks**
  - **Frequently Used**
    Python - Pytorch - jQuery - JS - Bootstrap - CSS - HTML
  - **Past Experiences**
    PHP, Java, Flask
- **Networking**

  Active Directory - Group Policy - File Sharing
- **Operation Systems**

  Linux(Ubunto) - Windows
- **Typesetting Tools**

  LaTeX, Microsoft Office
- **Version Control System**

  Git
- **Natural Languages**

  Persian(Native), English(Preparing for TOEFL Exam)

- **Other**
  Playing Piano, Swimming, Chess