ARASH SADEGHI AMJADI

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Summary

Highly adaptable programmer with over 8 years of experience in Python, C++, Java, ROS, Gazebo, and JavaScript, specializing in software development, AI, robotics, and computer vision. Proven ability to rapidly learn and excel in challenging technology projects demonstrated through experience as a researcher and software developer positions with a track record of developing innovative solutions. Possesses effective communication, collaboration, and time management skills, contributing effectively to diverse teams and projects.

Education

Memorial University of Newfoundland (MUN)   **St. John's, NL, Canada**
MSc in Computer Science. **Focus:** *BERT Large Language Model for music*   *Jan 2023*

Middle East Technical University (METU)   **Ankara, Turkey**
*MSc in Mechanical Engineering . * **Focus:** *Reinforcement Learning, software development.*   *Sep 2019 - Sep 2021*

University of Tabriz   **Tabriz, Iran**
BSc in Electrical Engineering. **Focus:** *Software development for Robots*   *Sep 2015 - Jun 2019*

Technical Skills

Languages and Technologies: Java, Python, (PyTorch, TensorFlow, NLTK), LLMs (BERT, GPT3, Encoder-Decoder), ReactJS (Material UI), NodeJS, Azure, AWS, Docker, C/C++, C#, JavaScript, HTML, CSS, Git, Jenkins, UE4, linux OS

Skills: Machine/Deep Learning(Computer Vision, Generative Adverserial Networks, Large Language Models, LSTMs), Data Mining/Processing, Robotics, Software development, Web development

Work Experience

GoodAI   **Prague, Czech Republic**
Full Stack Software Developer   *2022–2023*
- Developing simulation for drones using 3D simulators like Gazebo and game engines like Unreal Engine 4 and 5 and Unity. Designed and implemented a user-friendly ground station control software using React.js for efficient drone operations management. Implemented object detection and tracking for drone using Deep Learning and Computer Vision.

Czech Technical University (CTU)   **Prague, Czech Republic**
Software Developer and Researcher   *2021–2022*
- Led the development of robust Computer Vision and Deep Learning stacks, enabling precise object detection and tracking in complex environments for the Roboroyale project.
- Instructed and supported students as a teaching assistant for C/C++ programming.

MUN   **St. John's, NL**
Teacher Assistance   *2023*
- Supported game dev (C++), Java OOP, & AI courses as a MUN Teaching Assistant.

Projects

Portfolio Website (ReactJS & MaterialUI)   **Jan 2023 - Feb 2024**
- Built a dynamic and user-friendly portfolio website utilizing ReactJS. Explore more projects at arashsadeghiamjadi.me.

Music Generation with GANs and Large Language Models   **Jan 2023 - Feb 2024**
- Developed a website for drum accompanying using GAN AI models and BERT to accompany human players.

Web developing for SwarmJS   **Jun 2023**
- Enabling connections of front-end, ReactJS, to external simulation engines like Python through Web Sockets in the back-end, Flask, enhancing AI capabilities.

Robot Simulators Development   **Sep 2019 - Apr 2021**
- Developed dynamic simulators for robots on Webots, ROS, and Python platforms, enhancing exploration capabilities in the KOVAN lab.