Kossar Pourahmadi Meibodi

⊠ kosar.pourahmadi@ut.ac.ir 'a arghavan-kpm.github.io in kossar-pourahmadi-meibodi-83b7b212b ⊕ arghavan-kpm

Summary

I will be joining the University of Maryland Baltimore County as a PhD student in Computer Science, starting Spring 2021. My research interest lies at the intersection of computer vision and machine learning.

Education

- 2015–2020 **B.Sc in Computer Engineering**, *University of Tehran*, Department of Electrical and Computer Engineering, Iran.
 - Best undergraduate thesis award

Professional Experience

- 2018 2020 Institute for Research in Fundamental Sciences (IPM) Iran.

 Internship
 - Implemented a low-power hardware accelerator for both inference and training processes using Verilog. The work is accepted at ISCAS 2020.
 - 2019 Department of Electrical and Computer Engineering, University of Tehran Iran.

Teaching Assistant

- Delivered problem-solving sessions for "Data Structures and Algorithms" course.
- 2017 2018 Machine Learning Laboratory of the University of Tehran Iran.

 Internship
 - Exploited humans' characteristics from their collected choices in a multi-armed bandit problem using deep learning.

Publication

ISCAS 2020 Reza Hojabr, **Kossar Pourahmadi***, Parsa Nooralinejad*, Kamyar Givaki*, Ahmad Khonsari, Dara Rahmati, and M. Hassan Najafi. "TaxoNN: A Light-Weight Accelerator for Deep Neural Network Training." IEEE International Symposium on Circuits and Systems (ISCAS), 2020

Honors and Awards

- 2020 Received Best Undergraduate Thesis Award from the University of Tehran.
- 2020 Received the University of Tehran **M.Sc. Fellowship Award** as an exceptional talented student.

Notable Projects

2018 Dynamic Neural Network from Scratch, [Repo], Artificial Intelligence.

Object-oriented implementation of a dynamic neural network with pure python. You can use different activation functions, regularizers, and gradient descents. The network will be trained on the noMNIST dataset.

2018 **Q-Maze**, Artificial Intelligence.

Solving any size of mazes with Q-learning algorithm. Different reward functions were defined and all of them solved the given maze in minimum time and maximum accuracy.

2018 Course Scheduling with Genetic algorithm, Artificial Intelligence.

The list of class sections of all courses are given and a schedule generated with the most student satisfaction using genetic algorithm.

2017 Obstacle avoidance robot, Robotics.

Using AVR Microcontrollers and Ultrasonic sensors, we designed a vehicle (mount the robot chip on a RC car) that would stop in case of approaching an obstacle. The AI was programmed in C and embedded in ATMega32 chip. When the vehicle approaches to an obstacle, the AI unit triggers the brakes and when an object move toward the vehicle and doesn't stop, the AI unit triggers the engine to move in opposite direction.

2019 Detection of Energy-Inefficiency Patterns in Android Applications,

Bachelor's Thesis.

Since android applications are continuously becoming increasingly complex, energy-related defects are of significant importance to developers and app users. In this thesis, I generated effective test cases based on the control-flow graph of the source code in order to detect the missing deactivation of energy-related resources by static and dynamic analyses. This thesis got the **best undergraduate thesis award** from the University of Tehran.

Skills

Machine Python, Tensorflow, PyTorch, Numpy, Pandas, scikit-learn, OpenCV Learning

Programming C, C++, Java, Scheme, R, Prolog, Javascript, Node.js, PHP, MATLAB, Verilog, Languages Alloy, SPIN, NuSMV

Softwares Visual Studio, Git, CodeVision, Android Studio, Intellij IDEA, PyCharm, WebStorm

Simulators Modelsim, Quartus, PSPICE, ISE, Proteus

Databases SQLite, MySQL, SQL Server

Scientific Algorithm design and implementation, Object Oriented design, Designing Rich

Skills Internet Applications, Designing hardware systems with HDL, Designing embedded

systems using Microcontrollers and FPGAs (Arduino , AVR , etc.)

Other ReactJs, Django, jQuery, OpenSSL, UML Design, Tex

Programming

Skills