

# Mohammadreza Mofayezi

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## Education

- 2019-now **Bachelor of Science in Computer Engineering**, *Sharif University of Technology*, Tehran, Iran.
- 2013-2019 **Mathematics**, *Shahid Sadoughi High School (National Organization for Development of Exceptional Talents)*, Yazd, Iran.

## Experience

### Research

- Oct. 2021 - **Undergraduate Research Assistant**, *VITA: Visual Intelligence for Transportation*, EPFL (École polytechnique fédérale de Lausanne).
- o Worked on human motion prediction in noisy environment.
  - o Proposed a novel deep generative model for human motion reconstruction and prediction from incomplete and noisy data that outperforms SOTA models.

### Teaching Experience

- Spring 2022 **Artificial Intelligence**, *Instructor: Prof. Rohban*.  
Designed and graded assignments and exams.
- Fall 2021 **Probability and Statistics**, *Instructor: Prof. Sharifi Zarchi*.  
Designed and graded assignments, quiz and exams.
- Data Structures and Algorithms**, *Instructor: Prof. Safarnejad*.  
Designed and graded assignments and exams.
- Fundamentals of Programming (C, C++)**, *Instructor: Prof. Fazli*.  
Designed and graded assignments. Created reading materials.
- Fall 2020 **Fundamentals of Programming (C, C++)**, *Instructor: Prof. Fakouri*.  
Designed and graded assignments.

### Self Study

- Convolutional Neural Networks for Visual Recognition**, *A deep dive into the details of deep learning architectures*, [CS231n](#).
- Fundamentals of Reinforcement Learning**, *Studying Reinforcement Learning, Harnessing the full potential of artificial intelligence requires adaptive learning systems*. [Coursera certification](#).
- TensorFlow**, *Studying TensorFlow tools in deep learning, Working with basic image and text classification by training a neural network model*. .
- Cinematics in Unity**, *Studying Cine-Machine and Film Making in Unity*, [Soldier, A Short Film Made With Unity](#).

Dept. of Computer Engineering – Sharif University of Technology

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## Vocational

2020-now **AR Developer at MadLlama**, Working on Mobile Augmented Reality Games With ARCore, ARKit and Unity.

## Technical

2020 **Gamein 2020, Technical Developer.**

Game development with Unity3D and C#

## Top Projects

**Social Network**, A simple and fast method of representing social network graphs in Python. It implements a fast cache reply system using the heapq library. [GitHub Link](#).

**CFKala**, A Comprehensive App For Managing an Online Shop Developed With Java. [GitHub Link](#).

**Cyko Messenger**, A Fast Console Chat Application Developed With C. [GitHub Link](#).

**CKJson**, A Library For Json in C. [GitHub Link](#).

## Interests

**Computer Vision**

**Neural Networks**

**Augmented Reality**

## Honors and Awards

2019 **Winner**, 2nd on Spaghetti Code Contest.

2019 **Top 20 student in University Entrance Exam**, 1st rank among more than 50000 students. 15th among 250000 students..

## Languages

Persian Native

English Professional working proficiency

German Elementary proficiency

## Computer Skills

**General Programming Skills**, Python, C/C++, C#, Java.

**Machine Learning Tools**, PyTorch, TensorFlow, NumPy, Pandas, Matplotlib.

**Game Engine**, Unity for Game and Cinematic.

**Data management & Databases**, PostgreSQL, MySQL, MongoDB, Redis.

**Graphical Design Tools**, CorelDraw, Adobe Photoshop, Adobe Illustrator.

**Frameworks & Programming Knowledge**, Spring Framework, Rest API, WebSocket.

**Miscellaneous**, Git (Version Control), LaTeX.

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