

Mohammadreza Mofayezi

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.

Publications

- [1] Saeed Saadatnejad, Ali Rasekh, **Mohammadreza Mofayezi**, Yasamin Medghalchi, Sara Rajabzadeh, Taylor Mordan, and Alexandre Alahi. A generic diffusion-based approach for 3d human pose prediction in the wild. *arXiv preprint arXiv:2210.05669*, 2022.

Experience

Research

- Oct. 2021 - **Undergraduate Research Assistant**, *VITA: Visual Intelligence for Transportation*, July 2022 EPFL (École polytechnique fédérale de Lausanne).
- Worked on human motion prediction in noisy environment.
 - 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](#).

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Vocational

2020-now **Augmented Reality Developer at MadLlama**, Working on Mobile AR 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](#).

WeTube, An online streaming app developed with Django framework. [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](#).

Interests

Computer Vision

Neural Networks

Natural Language Processing

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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