

Shayan Dadman | Curriculum Vitae

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Education

○ M.Sc. in Computer Science: Game Design

UiT Tromsø - Narvik,

Aug 2018–June 2020

- M.Sc. Project : Synthetic Composition of Music with Artificial Intelligence
- Advisors:
 - Rune Dalmo(rune.dalmo@uit.no)
 - Bore Bang (bore.bang@uit.no)
 - Bernt Arild Bremdal (bernt.a.bremdal@uit.no)

Project Summary.....

- The composition of music consists of extracting the musical features, categorizing and music tagging, and algorithmic music composition with deep learning approach. In this project I:
 - implemented a guitar tuner in python by taking the inputs in time frequency representation and processing them with convolutional neural networks to distinguish the chords.
 - utilized convolutional neural networks for the music classification and tagging problem.
 - designed and implemented a pipe-line system consists of music analysis stages and music composition module derived by Google WaveRnn.

○ B.SE. in Software Engineering

Islamic Azad University - Tehran North ,

Oct 2012–May 2017

- B.SE. Project : Implementation of an E-Commerce Web Application
- Advisor: Kamran Layeghi (k_layeghi@iau-tnb.ac.ir)
- GPA: 3.1
- GPA (last Year): 3.79

Project Summary.....

- An E-Commerce (Electronic Commerce or EC) is the buying and selling of goods and services, or the transmitting of funds or data over an electronic network, primarily the Internet. In this project I:
 - Worked mostly on interactivity and convenience of use for a variety of users with extra consideration to UID and UXD roots.
 - Used AppML(Application Modeling Language) to bringing data to HTML from .JSON file to control behavior of HTML data and avoid code complexity.
 - Utilized Sass and Bootstrap API in combination to accrue template beneficiary and efficiency.

Fields of Interest

- Deep Learning • Machine Learning • Human-Computer Interactionn • Artificial Intelligence

Language Proficiency

- English: B2 • German: A2 • Norsk: A1 • Persian: Mother-tongue

Technical skills

- **Programming Languages:** C++, Python, Tensorflow, Open-GL, HTML, CSS, JavaScript, Sass, Bootstrap, C#, \LaTeX
Familiar: MySQL, Java, ASP.net, ADO.net
- **Software Skills:** Adobe Family (Illustrator, Photoshop, Lightroom), Office Suit
- **Operating Systems:** Windows Server, Debian, Arch

Experience

- **Adak Financial Institute** **Part Time**
IT Specialist *Apr 2017 – Present*
 - Monitoring and controlling the activities of associated computers
- **Talash Argham** **Part Time**
Network Consultant *Dec 2016 – Mar 2017*
 - Enhanced local network
- **Zed Trading Company** **Part Time**
UI/UX Designer *Oct 2015 – Nov 2016*
 - Led the design team and members of a social marketing department
 - Practiced the Traccar tracking platform for vehicle tracker modules
 - Designed an e-commerce and a single page web application

Coursework

- **Applied Mathematics and Special Effects** *Nov 2019 - Dec 2019*
Arctic University of Norway - UiT
 - Implemented geometric structures and dynamic objects that continuously change shape with affine-transformation in 3D space.
- **Artificial Intelligence and Knowledge Based System** *Aug 2019 - Nov 2019*
Arctic University of Norway - UiT
 - Implemented deep neural networks with reinforcement learning algorithm to train Walker-2D agent from Mujoco to fulfill the running task.
- **Robotic Kinematics** *Aug 2019 - Nov 2019*
Arctic University of Norway - UiT
 - Evaluated different techniques to implement to control and visualize a robotic arm Lynx-motion AL5D.
- **Open-GL and Visualization Techniques** *March 2019 - June 2019*
Arctic University of Norway - UiT
 - Implemented an interactive simulation with Open-GL shader programming and other animation techniques.
- **Advance Simulation Programming** *Jan 2019 - March 2019*
Arctic University of Norway - UiT
 - Implemented simulator by extending QT's aspect engine.

Hobbies

- Photography • Guitar Playing • Reading (Philosophy, Psychology, Scientific) • Hiking/Rock-climbing • Cycling/MTB