# 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....

- o The composition of music consists of extracting the musical features, categorizing and music tagging, and algorithmic music composition. In this project I:
  - implemented a guitar tuner by taking the inputs in time frequency representation and processing them with convolutional neural networks to distinguish the sound pitch.
  - 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.....

- o 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

o Software Skills: Adobe Family (Illustrator, Photoshop, Lightroom), Office Suit

o Operating Systems: Windows Server, Debian, Arch

# **Experience**

Adak Financial Institute

Part Time

<sup>'</sup> 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**

Arctic University of Norway - UiT

Nov 2019 - Dec 2019

• Implemented geometric structures and dynamic objects that continuously change shape with affine-transformation in 3D space.

#### Artificial Intelligence and Knowledge Based System

Arctic University of Norway - UiT

Aug 2019 - Nov 2019

• Implemented deep neural networks with reinforcement learning algorithm to train Walker-2D agent from Mujoco to fulfill the running task.

#### **Robotic Kinematics**

Arctic University of Norway - UiT

Aug 2019 - Nov 2019

• Evaluated different techniques to implement to control and visualize a robotic arm Lynx-motion AL5D.

### **Open-GL** and Visualization Techniques

Arctic University of Norway - UiT

March 2019 - June 2019

• Implemented an interactive simulation with Open-GL shader programming and other animation techniques.

#### **Advance Simulation Programming**

Arctic University of Norway - UiT

Jan 2019 - March 2019

• Implemented simulator by extending QT's aspect engine.

## **Hobbies**

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