Enver **BASHIROV**
Machine Learning Engineer

About me
Passionate about leveraging cutting-edge technology to solve real-world challenges. With a strong foundation in software engineering and AI, I thrive on creating intelligent systems that bring innovation to life.

Personal
Enver Bashirov
Azerbaijani
31 10 1994

Areas of Specialization
Software Engineering
Machine Learning
Computer Vision

Languages

Turkish	native
Azerbaijani	native
English	proficient
Russian	intermediate
Italian	beginner

Interests
Cycling · Coding · Board Games

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EXPERIENCE

20-23 — **Machine Learning Engineer**
RESEARCHER · MINTS (Padova, Italy)
Exploiting millimeter wave radio signals for indoor environment sensing. This was a EU H2020 action supporting my Ph.D program
Skills: Python · Software Engineering · Machine Learning

2022 — **Machine Learning Engineer**
PH.D INTERN · Nokia Bell Labs (Espoo, Finland)
Algorithmic peak detection approach for a communication architecture
Skills: Python · scikit-learn · pandas · numpy

2021 — **Deep Learning Engineer**
PH.D INTERN · IMDEA Networks (Madrid, Spain)
Person detection and activity recognition architecture built on IEEE802.11 Access Points
Skills: Python · TensorFlow · PyTorch · numpy

2017 — **Full Stack Developer**
RESEARCH ASSISTANT · EMU (Famagusta, Cyprus)
Front/Back-end design for university website and internal features
Skills: C# · ASP.NET · NodeJs · AngularJS · TypeScript · MySQL

2015 — **Software Developer**
INTERNSHIP · Ones Technology (Ankara, Turkey)
Front/Back-end design for private data visualization
Skills: Java Web Services · JVM · JAX-WSC · GlassFish

2013 — **System Engineer**
RESEARCH ASSISTANT · Fujitsu Türkiye (Ankara, Turkey)
Server architecture design and network construction
Skills: C# · ASP.NET · NodeJs · AngularJS · TypeScript · MySQL

EDUCATION

2023 — **Information Engineering**
PH.D University of Padova
Italy, Padova

2019 — **Computer Science**
MSc. EMU
Cyprus, Famagusta

2017 — **Computer Engineering**
BSc. Bilkent University
Turkey, Ankara

SKILLS

- **Python**
- **LaTeX**
- **Linux · Git**
- **C# · .NET**
- **NodeJS · TS**
- **MySQL**

CERTIFICATES & GRANTS

Period	Item	Detail
2020 – 2023	EU H2020 MSCA (PhD Scholarship)	Grant No: 861222
2023	Winter School: DeepLearn23	Bournemouth, England
2022	Summer School: SSIE22	Brixen, Italy
2021	Summer School: SSIE21	Brixen, Italy
2019	Language Proficiency: IELTS	Score: 7.5
2019	Language Proficiency: TOEFL	Score: 98
2019 – 2020	EU Scholarship for Turkish Cypriots PG-NON EU	Funding: 8 000 Euros
2018 – 2019	EMU (BAP-C-02-18-01) Facial Emotion Recognition with Deep Learning in Videos	Funding: 10 000 Turkish Lira

PUBLICATIONS

2023 — Pegoraro, J., Lacruz, J. O., Meneghello, F., **Bashirov, E.**, Rossi, M., & Widmer, J. (2023). *RAPID: Retrofitting IEEE 802.11ay access points for indoor human detection and sensing.* IEEE Transactions on Mobile Computing.

2022 — **Bashirov, E.**, Canil, M., & Rossi, M. (2022, December). *RadNet: a testbed for mmwave radar networks.* In Proceedings of the 1st International Workshop on Emerging Topics in Wireless (pp. 1-5).

2022 — Shastri, A., Valecha, N., **Bashirov, E.**, Tataria, H., Lentmaier, M., Tufvesson, F., ... & Casari, P. (2022). *A review of millimeter wave device-based localization and device-free sensing technologies and applications.* IEEE Communications Surveys & Tutorials, 24(3), 1708-1749.

2021 — Hajarolasvadi, N., **Bashirov, E.**, & Demirel, H. (2021). *Video-based person-dependent and person-independent facial emotion recognition.* Signal, Image and Video Processing, 15, 1049-1056.

2020 — Pegoraro, J., Solimini, D., Matteo, F., **Bashirov, E.**, Meneghello, F., & Rossi, M. (2020, September). *Deep learning for accurate indoor human tracking with a mm-wave radar.* In 2020 IEEE Radar Conference (RadarConf20) (pp. 1-6). IEEE.

PROJECTS

2018 — **Inventory Classification**
ASSIGNMENT · EMU Computer Center (Famagusta, Cyprus) 📍

A platform with add, update, delete and report functionality for EMU's infrastructural details (University plot area, Building oxygen levels, Classroom student capacities etc.

Skills: Angular 7 · ASP.NET · Core 2.2 · C# · MS-SQL

2018 — **University Stats Reporter**
ASSIGNMENT · EMU Computer Center (Famagusta, Cyprus) 📍

A web-site/platform for displaying statistical student, program, department, faculty information since the year of establishment of EMU

Skills: ASP.NET 4 · C# · MVC

2018 — **Android Student Portal**
ASSIGNMENT · EMU Computer Center (Famagusta, Cyprus) 📍

A platform for EMU students to check their academic information through an android application

Skills: Android Studio · Java

2018 — **METUSchedular**
SIDE PROJECT

A timetable creator/schedular web application designed for visualizing courses in Middle East Technical University. Easy to use, user friendly interface with quality of life functionalities aimed to assist METU students in their course selection period.

Skills: NodeJs · Angular · TypeScript

2018 — **Odd/Even Sum Computation**
MSc. COURSE PROJECT

Parallel (multi-threaded) and distributed (concurrent computation with two machines via socket programming), odd/even prefix algorithm to compute overall sum

Skills: C++ · sockets · threading

2017 — **Image Segmentation using SuperPixels**
BSc. COURSE PROJECT

Image segmentation by using superpixels, Gabor Convolution, K-Means segmentation. 10 768 by 512 sample images were used for training and 1 1080 by 1919 image was used for testing. As a conclusion, larger superpixel count gave better results in the Simple Linear Iterative Clustering algorithm

Skills: MATLAB · K-Means · SLIC

2017 — **NetWord**
BSc. GRADUATION PROJECT

A Social networking platform for text based games. Users are categorized by analyzing inputs from the text based games and the user-matching done through this categorization, allowing users to be matched with similar views, thoughts and personalities giving an enhanced user-experience. Developed on Android Studio with Google FIREBASE

Skills: Android Studio · Java · FIREBASE

2016 | **StickMan Animation**
BSc. Course Project
Stickman figure and animation with realistic but simple human-like movement. Implemented with WebGL including integrated shaders etc.
Skills: WebGL

2016 | **Static Memory Management**
BSc. Course Project
Raw memory management in C. Static library for creating an allocated segment, memory allocation, memory deallocation and displaying the segment information. An alternative memory allocation library using only pointers with manual address management
Skills: C

2016 | **I/O Testing**
Intern Assignment · ONES Technology (Ankara, Turkey) 📍
A system for displaying test results such as user inputs, account details, processed data information, final output etc. Data pushed by server side file was previewed in client-side page. Usage of Global Variables (GET, POST, SESSION etc.)
Skills: PHP · MYSQL

2016 | **Server Logging**
Intern Assignment · ONES Technology (Ankara, Turkey) 📍
Displaying server errors, warnings and logs. JAX-WS enables realtime browser supported preview of logs in the Glassfish server.
Skills: JAX-WS · Glassfish

2015 | **System Room Design**
Intern Assignment · Fujitsu Technology Solutions (Ankara, Turkey) 📍
Transferring and updating of old system room into a new location. Usage of; public and local, wireless and wired network management, central data traffic management, firewall configuration, data backup management, satellite connector and controller configuration etc.